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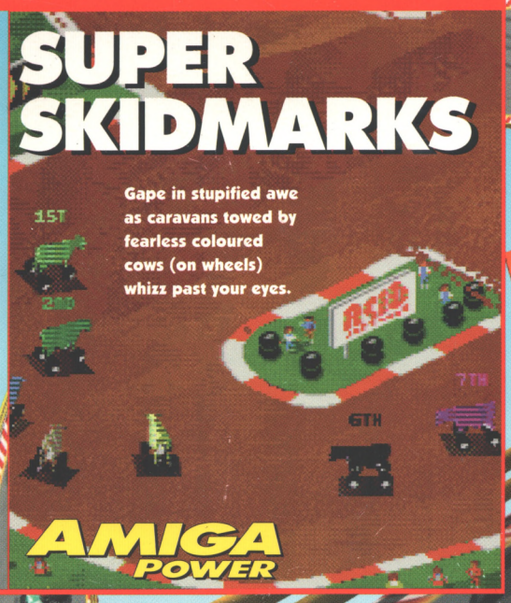

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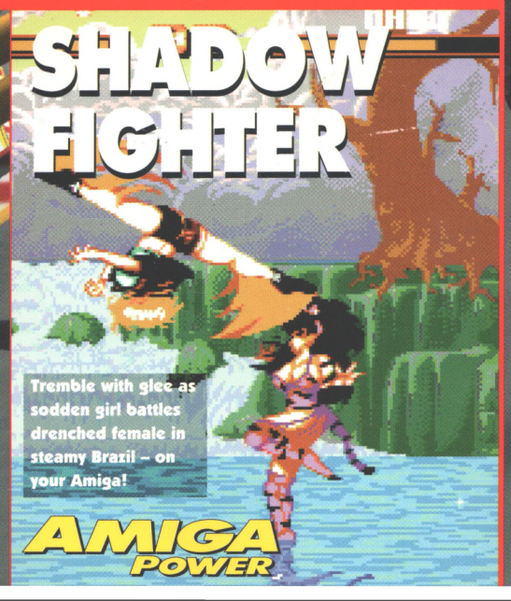

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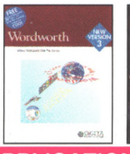

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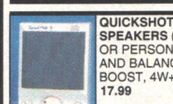

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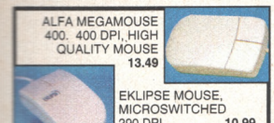

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AMIGA POWER

ISSUE 46 FEBRUARY 1995

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THE MORAL OF THE STORY IS
Listen to us, because we're always right.

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REGULARS

8 NEWS
We trawl the globe for Amiga games news WITH OUR NAKED FINGERS, sacrificing our manicures so that you may know more.

52 SUBSCRIPTIONS
To spare you the trouble of travelling to the newsagent each month for your copy of AMIGA POWER, we offer to RISK UNPLEASANT DEATH by bringing it to your house for you.

56 TIPS
Rather than for our own enjoyment, we play games for you, so that you may play and enjoy them better. In doing this we often become TIRED AND FRUSTRATED and get HEADACHES.

68 BACK ISSUES
Our DRAINED AND GREY appearances are explained by the years for which we have slaved on your behalf, years which are recorded in AMIGA POWER back issues.

78 LETTERS
Yet still you write in to complain, insisting that we PUNISH OURSELVES FURTHER to make your life easier.

83 GAME GUIDE
Breathing irregularly, our limbs twitching and our eyes staring vacantly, we struggle to compile a complete listing of every recent Amiga release for you to peruse at your leisure. We apologise if it has been unavoidably stained by COUGHED-UP BLOOD.

88 READER ADS
As the last traces of residual strength ebb from us, we slowly, a letter at a time, type in advertisements. For nothing. For YOU.

SKIDMAR

If God had intended cows to drive, he would have given them wheels. But he didn't. But Acid Software have! And caravans! These and a host of other innovations go to make up *Skidmarks 2*, which we are proud to reveal full details of in a large preview. Page 16

SHADOW FIGHTER

Unquestionably the best beat-'em-up on the Amiga. Page 34

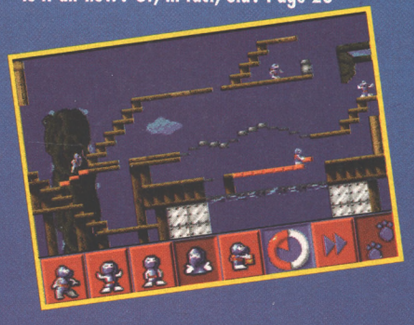
'BE' IN SHADOW FIGHTER! PAGE 69

DREAM WEB

It has taken ages to finish, but now it is. Has been. And, if by 'adult' it means 'grown-up', it is mistaken. Page 48

ALL-NEW WORLD OF LEMMINGS

Is it all-new? Or, in fact, old? Page 26



SHAQ FU

***Shaq Fu* arrives at the same time as a multitude of other beat-'em-ups. It doesn't have the pedigree of *Mortal Kombat 2*, or the fresh sparkle of *Shadow Fighter*. But it does have a basketball player. And it's by Delphine. Is this enough to save it? Or not? Page 44**

THE LION KING

Few would deny that *Aladdin* is an excellent game. (For if they did they would be directly contradicting AMIGA POWER, inviting severe punishment.) But is *The Lion King*, as it seems to be at first glance, as good? Page 40

JONATHAN NASH WOULD JUST LIKE TO SAY: "But, mademoiselle, there is nothing beyond green."

JONATHAN WOULD JUST LIKE TO SAY: "I can't do this."

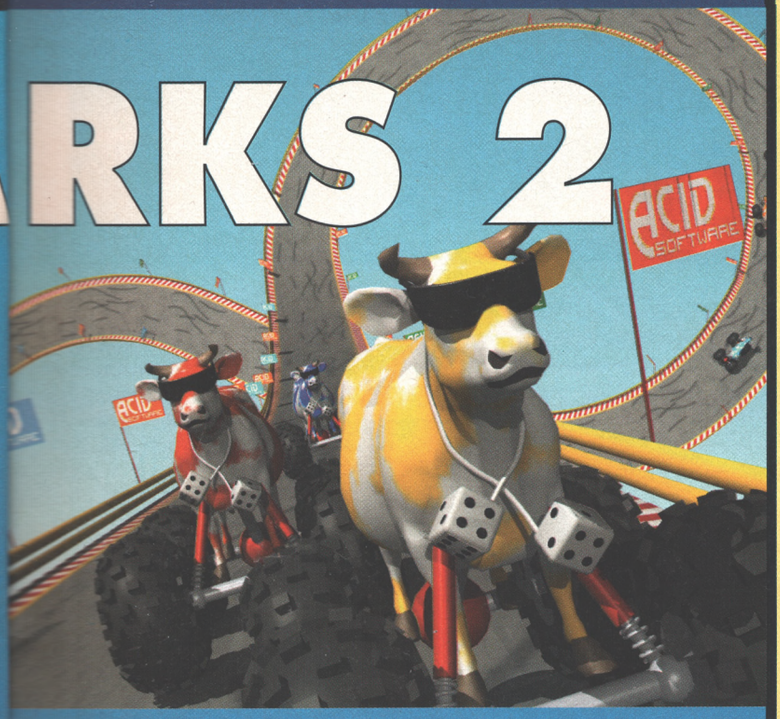
SUE WOULD JUST LIKE TO SAY: "On my own?"

STEVE F WOULD JUST LIKE TO SAY: "Didn't I see you in the street the other day?"

SARAH WOULD JUST LIKE TO SAY: "Farewell."

OVER 8

PAGES SOONER THAN YOU MIGHT EXPECT



THE INCREDIBLE WORLD OF THE AMIGA

We stand atop our office and survey the empire of the Amiga. Truly it has succeeded where Napoleon failed. Page 23

REVIEWED THIS ISSUE

FEBRUARY 1995

FULL PRICE

All-New World Of Lemmings 42
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Mortal Kombat 2 ----------37
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Lucas Arts Classic Coll-------71

PD

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Island ----------75
Klondike Deluxe AGA ---------76
Wheelie----------76

PAUL WOULD JUST LIKE TO SAY: "Please leave a message after the tone."

CAM WOULD JUST LIKE TO SAY: "Me? Paranoid? Who told you that?"

In addition to this copy of AMIGA POWER, you now own a pair of disks, each containing a demonstrative sample of a fine Amiga game. Cherish them, for we expended much effort in their creation. Never allow harm to befall them.

disk 46

INTRODUCING DISK 46

Only AMIGA POWER enables you to drive cows towing caravans. With a special 'Power' mode dedicated to you, our readers. That is how much we care. We have no fear of death, it brings no sorrow. In fact, if *Skidmarks 2* doesn't turn out to be the best overhead-view racing game on the Amiga, we'll be enormously surprised.

Only AMIGA POWER gives you the opportunity to engineer a fight between two girls in a river in Brazil. Unless you actually buy *Shadow Fighter*, of course – something we'd strongly recommend you do, because it really is the best beat-'em-up on the Amiga. And sadly it's the only genuinely good full-priced game we've seen this month.

GOT A FAULTY DISK?

● Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, chuck it in an envelope along with an explanatory letter and an SAE (or you'll never hear from them again), and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 46, Discopy Labs, PO Box 21, Daventry NN11 5BU. If you send it to us, your prized bicycle will be mysteriously cloven by our shadowy agents.

disk 46

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

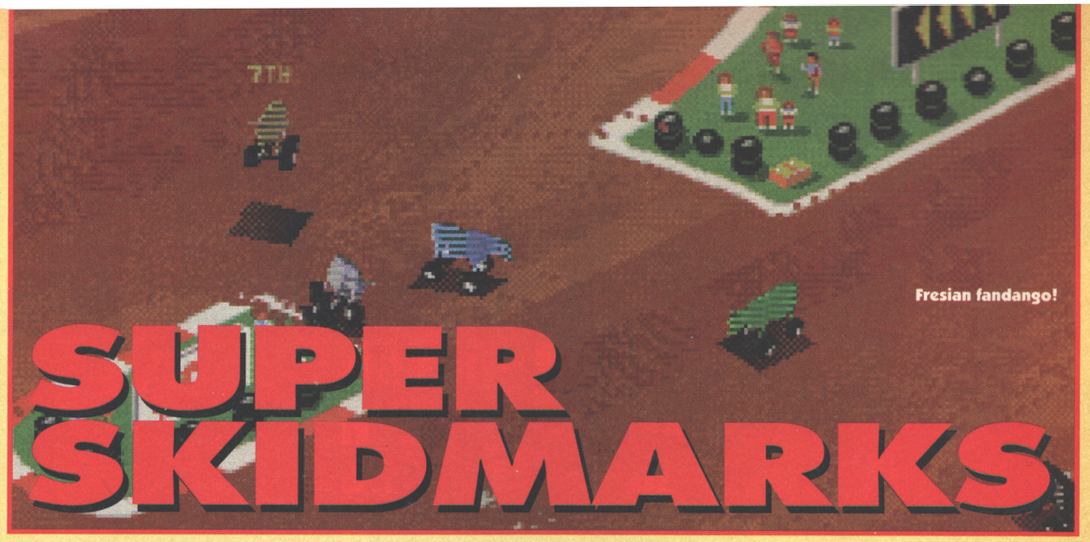
- You've only got 512K of memory on your Amiga? Blimey, that's a bit stupid, isn't it? Go and buy an expansion RIGHT NOW.
- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.
- An options menu will appear. Follow the instructions to load the game of your choice.
- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.
- You'll have to reset your machine in order to play one of the other demos. When you do so, follow the instructions above.
- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.
- Have a good time.

OH NO! SOMETHING WENT WRONG!

- Are you sure?
- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like', such as external drives.
- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

  AMIGA POWER Disk 46 Returns
  Discopy Labs
  PO Box 21
  Daventry
  NN11 5BU

- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks, and we'll just throw 'em straight in the bin. So send them to Discopy. Please.



Fresian fandango!

SUPER SKIDMARKS

Authors: Acid

When it comes to cows, we're with famous American cartoonist Gary Larson. History has highlighted time and again the resourcefulness of the cow, from its giving the world the smallpox vaccine to the magnificent cow charge at Bosworth Field that decided the future of England. Cinema, too, has applauded the cow, with films such as Top Secret, Monty Python and the Holy Grail and Apocalypse Now affixing the cow and its family firmly in the popular mind. Truly the bovine is a mighty beast.

And now comes *Super Skidmarks*, the first game that we know of to celebrate the majesty of the cow. In it, you play a wheeled cow pulling an optional caravan and must succeed in driving faster than rival cows. Mindful of the universal appeal of the cow, Acid have constructed the game so it runs on all models of Amiga, adjusting special parts of itself to extract the maximum performance from the machine. So, for example, to sustain the literally breathtaking running speed of the game, A500 owners enjoy a cow-pulling-cow motif rather than the full cow/caravan action. So a pox on all those people whose habit it is to complain about non-A500 demos.

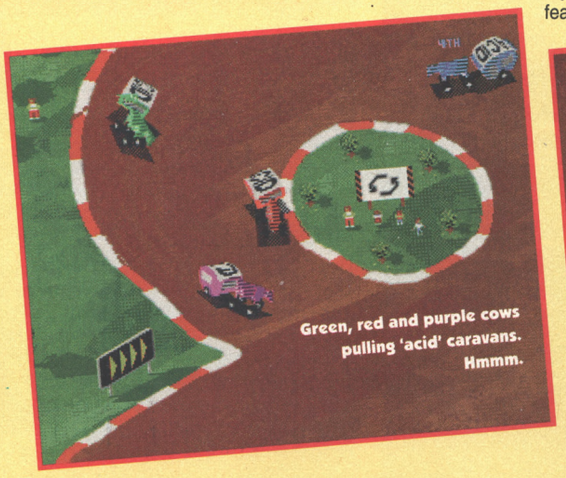
Up to four players can take part in a race, a pair apiece on joystick with a further two clamouring at the keyboard, with extra options to adjust the number of computer opponents and the speed of the match. The final choice governs the presentation of the racetrack, toggling between a split-screen effect and a full-screen picture, the latter behaving in a somewhat *Micro Machines* way as the trailing cow disappears off the borders to be reconstituted back among the pack. Herd.

There is little more to add to this description of the *Super Skidmarks* demo beyond that is a fearsomely exciting game, plump with cow carnage and gravitational wrenching, showing we mighty beings the proper respect by labelling its most deadly skill level 'POWER', and creating in The Black Cow a terrible and ruthless enemy. The game even stops you from going the wrong way around the intersection by mistake. Given all this, we can perhaps overlook the fact its scrolling message spells the word 'lose' as 'loose'. But no. We condemn its slack proof-reading as we would that of any computer game.

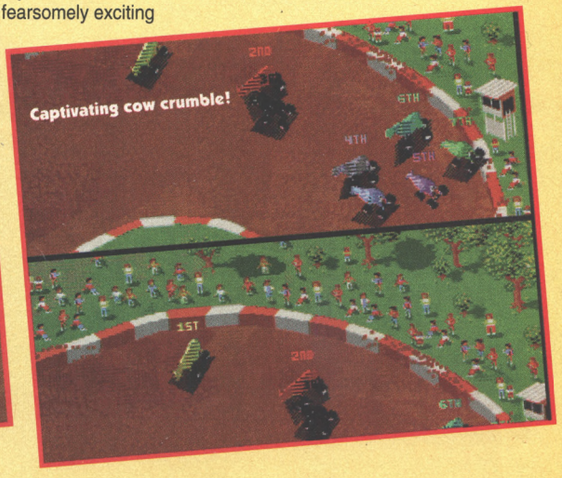
WE FAVOUR NO ONE.

Split-screen Jersey Jalapeño!

Heaving herd hot dog!



Green, red and purple cows pulling 'acid' caravans. Hmmm.



Captivating cow crumble!

SHADOW FIGHTER

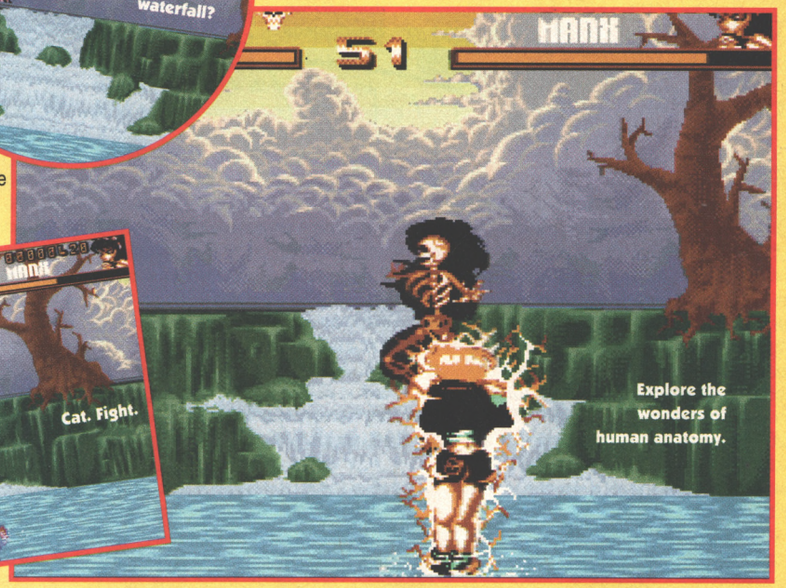
Authors: NAPS Team

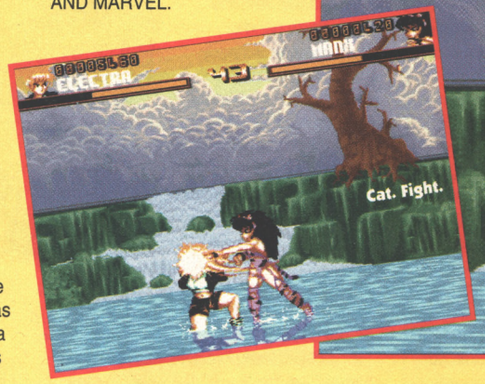
Although Pupazz, sinister puppet henchman of Satan, garnered a respectable number of votes, the most popular choice for the official AMIGA POWER demo of this almost unbelievably 91%-scoring game emerged as a scrap between Stout Blonde Lass and Cute Tiger Girl. At the waterfall. So here it is.

Shadow Fighter, the beat-'em-up of champions, knocks *Mortal Kombat 2* into a cocked hat, and then sets fire to the hat. We mighty beings, not overly known for our attraction to boko-biff games in general, found ourselves playing this until our thumbs literally stung unpleasantly. The combination of diverse characterisation, dissimilar moves and pleasingly friendly controls won our carefully-rationed admiration, and so we deemed it necessary to secure a demo for you, our readers.

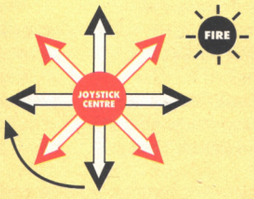
Although you normally have to hunt around the joypad to discover your secret and special moves in this kind of pugilistic endeavour, we have decided that a demonstration should be as full and unmitigated an experience as is possible. We have therefore printed a selection of the trickier-to-execute ones below. The trick with these is to roll the joypad (or stick, but we recommend a pad) around and stab fire at the last moment, thus unleashing white-hot fury on your opponent.

There are plenty of other moves available. Punching the fire button repeatedly may work, as might combinations of direction and fire buttons. Try for yourself – AND MARVEL.

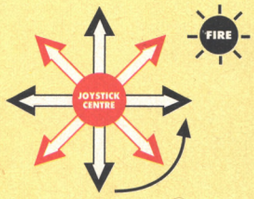




TIGER GIRL

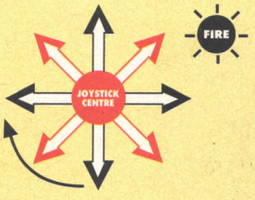


Tiger pounce attack



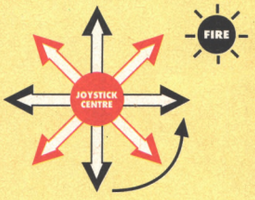
Claw attack

Jumping +

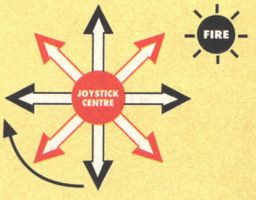


Fallen angel

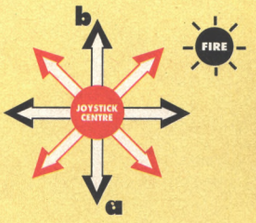
STOUT LASS



Electric boomerang



Power launch



Flying kick

TRUE STORIES

Believe us. In these pages we bring you stories that are true. We DISSEMINATE ESSENTIAL INFORMATION. We, in short, report.

First there was an overhead-view driving game...

T.B.E.

Runs on: A1200, CD32 (possibly A500, A600 later)
Publisher: Supervision
Authors: The Hidden
ETA: Easter

AMIGA POWER PREVIEW

There are enough overhead-view driving games suspended in Amiga-space at the moment to make one's head spin. There's *Roadkill* from Acid and *Powerdrive* from US Gold (which are both out now). There's *Super Skidmarks* from Acid (which we're reviewing this month). There's *Turbo Trax* from Kompart and *All Terrain Racer* from Team 17 (which are due very soon). There's *PID* from Terramarque and *USA Racing* from Dynamic Style (neither of which we've heard of for some time). And now you can add to that list *TBE* – *The Big End* (tsk) – from our chums at The Hidden. Any more and I might conceivably faint.

"It's an accurate Formula One-style simulation, like Microprose's *F1GP*, but presented in an accessible arcade style," Craig from The Hidden explains once we have established a telephone link.

Here at AMIGA POWER we're frequently tempted to unleash the searing might of Kangaroo Court upon driving games which tell you you're travelling at hundreds of miles per hour when you're clearly doing little over 50. But then we remember that they're just a bit of fun, and that it doesn't really matter too much. Even so, though, in *TBE*, speeds and distances are calculated to terrifying accuracy, so it really is a simulation.

"The lap record on the Monza race circuit is something like 1 minute 31 seconds," says Craig. "We tried it in the game and our best time is in the region of 1 minute 31.3. So it's pretty accurate, eh?"

Indeed. And the cars should handle much more realistically than you'd normally expect in an overhead-view game. The 16 tracks are copied from real ones, and the cars in the game take corners at the same speeds as their real-life equivalents. You'll even use the same gears in the same places that German ace Michael Schumacher (hoi ptang) does.

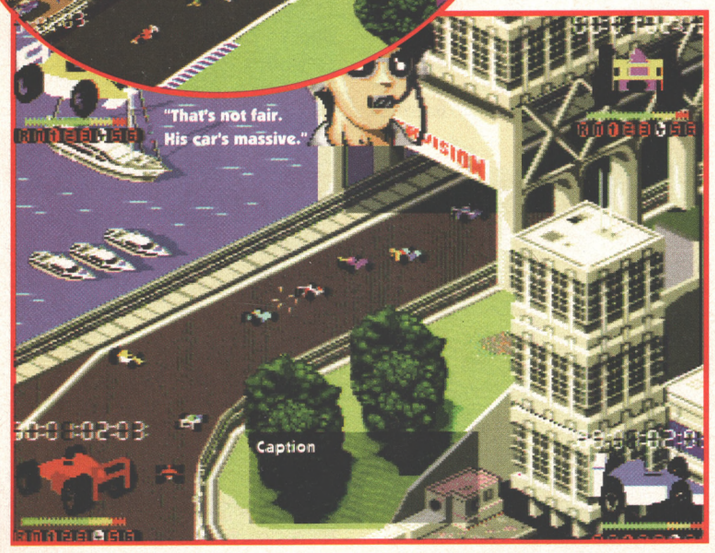
"We actually live, like, just round the corner from the Pacific Formula One team, and they're been helping us out with the handling models and things," remarks Craig casually. "One of their test drivers even helped out with *F1GP*."

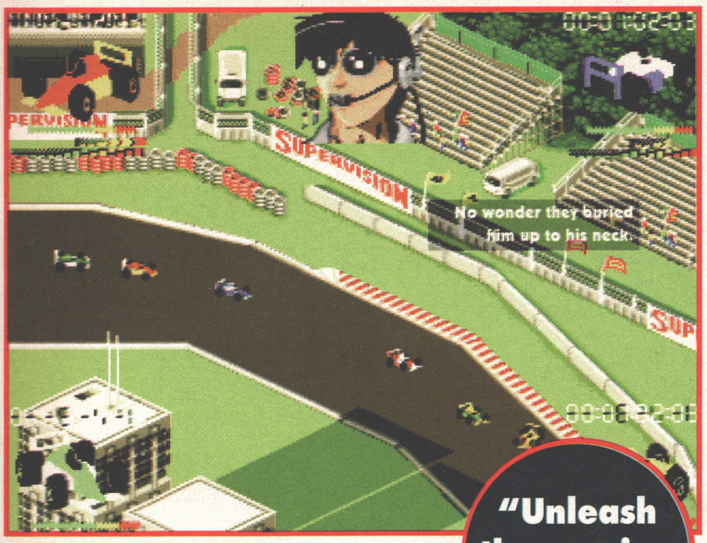
So, is it going to have *F1GP*'s massive range of options?

"Yeah, yeah it is," says Craig. "*F1GP*'s just about my favourite game, so we're going to make sure you can change your wing settings, fuel loads and everything (although not the gear ratios – I never seem to bother with those in *F1GP*). And it'll have practice and qualifying sessions, as well as a facility to alter the length of a race. After all, with the accurate lap times, a full race would run for about two hours otherwise.

"In fact, we're even including a quite basic player/manager facility, where you can allot money to research to improve your car. It's very rudimentary, but gives the game more depth."

So why the overhead viewpoint, then? Would the polygons approach have allowed





"Unleash the searing might"

for even more realism?

"Well, for one thing it's already been done. And for another, the overhead viewpoint actually has a few advantages. We've been able to include loads of detail in the scenery around the tracks, much of it – like the sea – animated. This makes *TBE* highly atmospheric. The weather will change during races, too, so you may need to pull into the pits and change your tyres. And we're including context-sensitive sound effects, so if you drive past a stadium you can hear the crowds cheering, and if you go under a bridge you can hear the cars driving over the top of it. There'll even be a live commentary on the CD32 version, with around 50 minutes of sound so it shouldn't get repetitive."

Craig goes on to explain that the game will have 26 cars taking part in each race, just like in Formula One. There'll be 20 teams, although they won't be based on real ones. Instead they'll feature imaginary characters like robots and women (not that women are imaginary) (as far as I know) drawn a bit like the ones in *Street Fighter 2*. Each will have different driving characteristics – for example, robots will drive with more technical accuracy, but not much flair. And there'll be 16 tracks, based on real ones this time, with bridges and tunnels and everything.

But if the cars' speeds are accurately scaled down, isn't it going to look a bit slow-moving compared to something like *Super Skidmarks?*

Craig frowns. Audibly.

"Yeah, yeah, it does a bit to start off with," he says. "We showed an early version of it at the World of Amiga show, and people said just that. But then we sat them down to actually play it, and challenged them to overtake another car without crashing, and they were all over the place. The controls are realistic, so they take quite a bit of getting used to, but they shouldn't be offputtingly wild."

Finally, and perhaps most importantly, what about crashes? Can you drive round the track backwards?

"Yes, indeed you can. And we're arranging some horrendous head-on collisions and pile-ups – all the sort of stuff that everyone likes."

TBE will be appearing first on the A1200 and CD32, with a cut-down 500/600 version possibly to follow.

● ***JONATHAN DAVIES***

SUPER LEAGUE MANAGER

Runs on: A500, A600, A1200
Publisher: Audiogenic
Author: Anglosoft
ETA: Feb/March

AMIGA POWER PREVIEW

Anyone who bought *Rugby League Coach* (AP43, 62%) or at least read the review will be getting a strange sense of déjà vû looking at these screen shots. There's the same disembodied arm waving over a similar desk, the same selection of pre- and post-match screens, and even the same sinister coach guiltily looking round as he hunches over what appears to be the rapidly cooling corpse of his latest victim. Yup, *Super League Manager*'s clearly a management game and it's clearly by the same blokes that wrote *Rugby League Coach*. So, I challenged Peter Calver from Audiogenic, why should we go for this game?

"It's a football management game with a more human face," he explained. "Your manager changes his suit every week, you have to water the plant on his desk and if you don't have tea in the afternoons, then the tea lady enquires after your general health."

This "human face" continues through the game, with players being described by a few lines of text instead of statistics, and match reports written in the style of Grandstand's Final Score. "We achieved this by putting in all the typical phrases and clichés that journos use and then getting the program to pluck them out randomly. It occasionally repeats phrases, but more often than not, the reports read quite credibly."

Every time your team features on telly (about one game in every five) you get the option of playing the match. In much the same way as Sensible Software built *SWOS* around *Sensible Soccer*, Audiogenic are basing their game on *Wembley International Soccer* (AP39, 85%) which we all liked lots, although the tactics editor has been taken out and replaced with your role as a manager. "By giving the option of playing the occasional match, we've stopped the game becoming monotonous, but made it impossible for a player who's handy with the joystick to win all the time despite poor management."

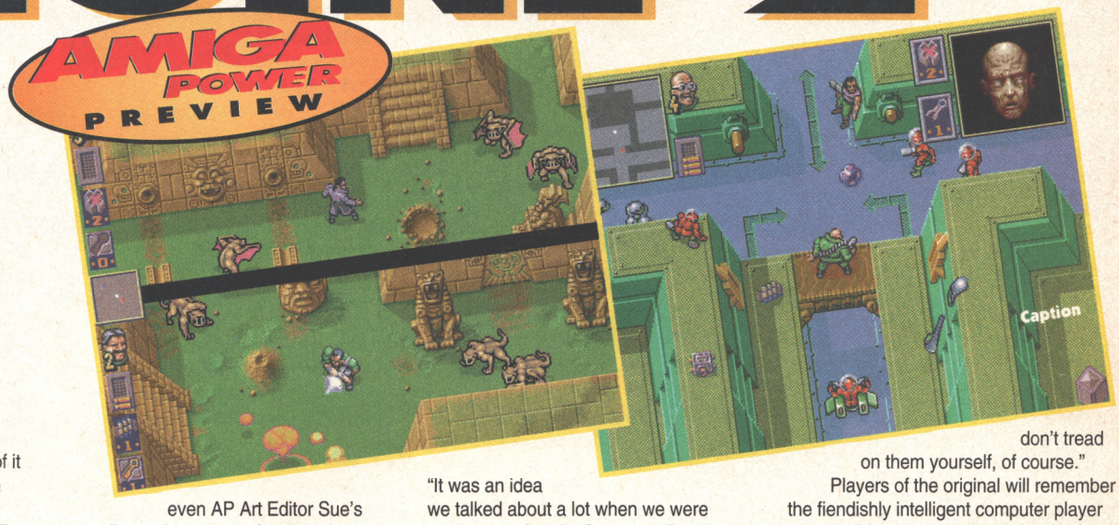
It's nearly finished, so next month we ought to be able to tell you whether it really is a *SWOS* beater, or, indeed, stands out at all from the immense herd of football management games that constantly tramples back and forth across our sensibilities.

● ***CAM WINSTANLEY***

THE CHAOS ENGINE 2

AMIGA POWER PREVIEW

Runs on: A500, A600, A1200
Publisher: Renegade
Authors: The Bitmap Brothers
ETA: Easter



A game of co-operation? Not this time. This time it's war.

"Ah, but we thought of it first," claims Simon Bitmap when challenged about *The Chaos Engine 2*'s time-travelling storyline. It sounds uncannily similar to *Cannon Fodder 2*'s, with you jumping about between the an Aztec world, Medieval times, Feudal Japan, the future and "a secret place". We're not so sure, and would like to see the Bros and the Sensible boys battling for exclusive rights to the plot, perhaps with one side armed with, say, sledgehammers and the other with sickles.

The original *The Chaos Engine* is one of the Amiga's most revered games. It's at No. 29 in our All-Time Top 100, and even AP Art Editor Sue's eyes lit up when news of a sequel reached us. "*The Chaos Engine* is the only game I like playing," she said. We reviewed it in the February 1993 issue of AMIGA POWER, so it seems fitting that we should be announcing its sequel on the second anniversary of that occasion. Don't you think?

The main innovation in *The Chaos Engine 2* is the split-screen mode. While the first game had the two players working together, this one will pit them directly against each other, so they've got to watch out for each other as well as the multitudinous baddies.

"It was an idea we talked about a lot when we were putting together the first game," says Simon. "Wouldn't it be nice if the players could shoot each other, we thought. And now they'll be able to. Do you remember *Spy vs Spy*?"

Natch.

"Well, it's a bit like that. You can booby trap doors to catch out the other player, and lock him in rooms, and get the monsters to attack him rather than you. And the scenery works in 3D now, so you can walk behind and under things, which means you can hide mines in passages where your opponent won't be able to see them. But you've got to make sure you don't tread on them yourself, of course."

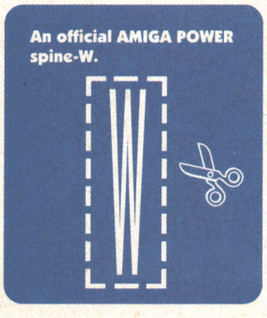
Players of the original will remember the fiendishly intelligent computer player who would help you out when you didn't have a chum handy. Now, terrifyingly, the computer player works against you. The Bros are working on a single-screen mode for when this happens, with the computer player visible in a little window in the corner, but aren't sure whether it'll make it into the finished version.

We are happy to welcome back the Bitmap Brothers after their two-year holiday. As big fans of both *The Chaos Engine* and two-player games, we expect *The Chaos Engine 2* will be utterly fantastic.

● ***JONATHAN DAVIES***

WE'RE SORRY

It was only after the presses had begun to roll that we noticed. And by the time we had lunged for the emergency stop button it was too late. Four years of AMIGA POWER tradition had been destroyed in a single act of carelessness. AMIGA POWER collections for ever more will be blighted to read "AMIGA POWER AMIGA POWER AMIGA PO ER" when arranged chronologically on a shelf. If we could have turned back the clocks and made amends we would have, but sadly that was beyond even our mighty powers. Readers, we have failed you.

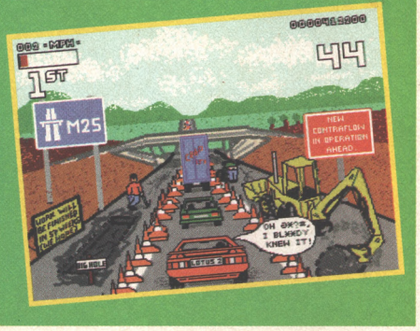


All we can offer you by way of compensation is this small "W", which can be cut out and sellotaped carefully to the spine of your AP45. It won't be the same, of course, but it might be enough to deflect scornful comments from friends and relatives.

IN THE STYLE OF...

While it's hardly side-splittingly funny, James Scoot of Newbury's *Lotus 2* In The Style Of the M25 scores points – 6/10 of them in fact – not just for omitting Lemmings being bloodily killed for various reasons, but for the effort James has put into creating it. He has drawn a splendid JCB digging up the road, and lovingly written signs warning that the roadworks will not be completed for 57 weeks. The scenery is pleasant, and he has even remembered to include one of those irritating speech bubbles that seem to plague all *Lotus* games.

But if you study the road cones carefully you'll see that they appear to grow larger as they recede into the distance – the perspective isn't quite right. James is thus docked 3 points, and will be receiving £60-worth of games in the post.



If you have a picture of something In The Style Of something else, put it onto a Deluxe Paint-readable disk with your name and address written on it to: In The Style Of, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW, and you could win up to £200-worth of games.

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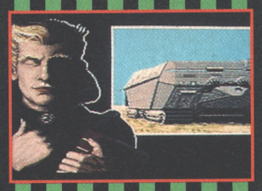
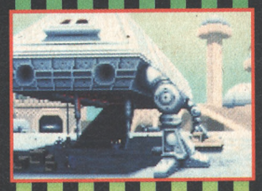
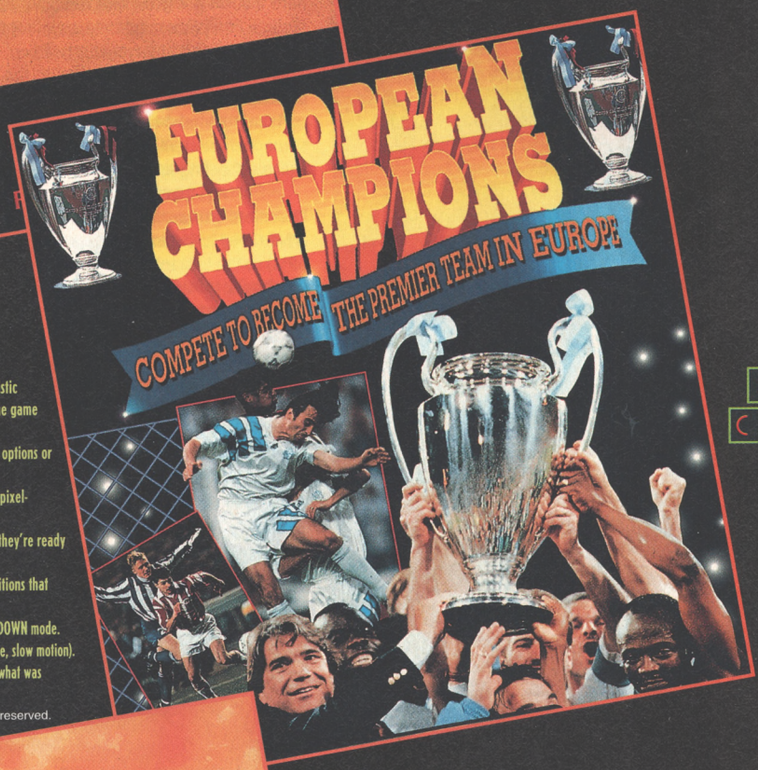




DUNE II

EUROPEAN CHAMPIONS

DESERT STRIKE™



A SOCCER SIMULATION THAT COMBINES REALISM WITH FAST ARCADE ACTION!

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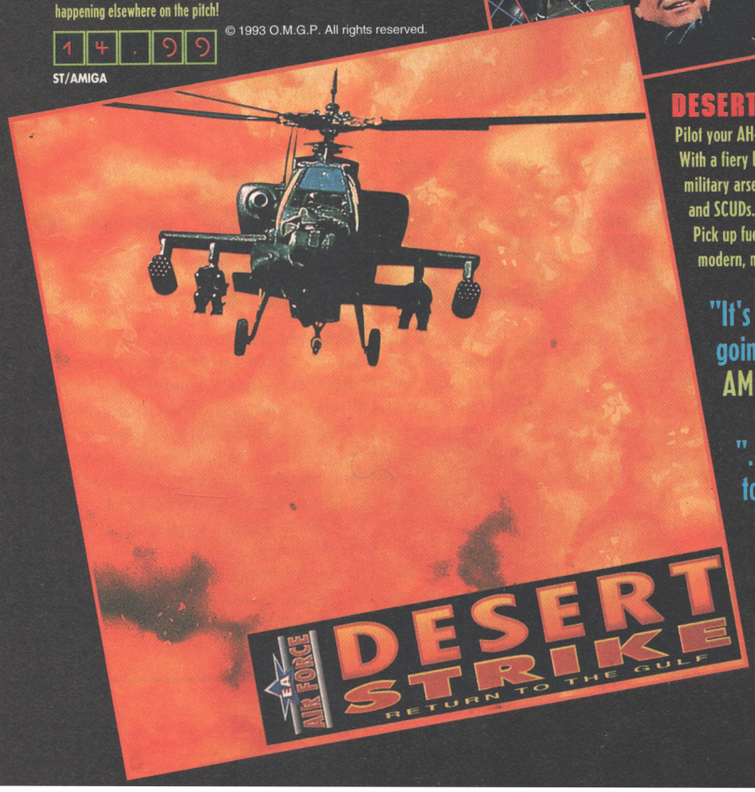

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Squad

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Screen shots taken from various computer formats

EXILE

AMIGA POWER PREVIEW

Re-release? Well, yes. But of one of the greatest games ever.

Runs on: A1200, CD32
Publisher: Audiogenic
Authors: Peter Irvin, Jeremy Smith
ETA: Feb/March

There's an argument used by older game players that runs like this. Old Spectrum and C64 games, they reason, were better to play and more fun because programmers didn't have flashy graphics, billions of colours and custom sound chips to fall back on. No way would something as tragic as *Microcosm* have reared its ugly head, as you didn't have the option of hiding tired, bland games behind impressive intro sequences. Old games were great because although they frequently weren't 100% machine code, they were always 100% playable.

It's a neat argument and helps explain the flossy, dewy-eyed nostalgia that anyone over 25 has for the so called "good old days," but it's not entirely true. *Schizoids* and *Friday the 13th* came out on the Spectrum, and, as well as having rudimentary graphics, they were completely crap. So there.

But this doesn't entirely rubbish the argument though, as great games really don't need entirely tremendous graphics. Regular readers of AP can, at this moment, refer back to AP37's AMIGA POWER All-Time Top 100 and see that there's a bland-looking little game called *Exile* listed as the eighth best game OF ALL TIME, even though it resembles a cross between *Lemmings* on the Game Boy and an antiquated 8-bit platformer.

Exile, Exile, Exile, Exile, even the name sounds great. It's like elixir *(It is? – Ed)* – a liquor once supposed to have the power of indefinitely prolonging life, or experiment, or experience, or excellent. It's the sort of name that, if it were an aftershave, you'd cover a large cotton towel in it and then bury your face deep into it to fully savour the delicious fragrance buried deep within the cotton loops. We like *Exile.* We like it lots.

The good news from Audiogenic's Peter Calver comes in two neatly separate but equally yummy portions. The first is that the original *Exile*'s getting a budget release in the new year. "We still get calls from people who bought it years ago, but there's a whole new generation of Amiga owners who will have missed out on it," said Peter. "Getting such a huge game on budget represents true value, and it's the sort of game that'll probably clog up your tips pages for months to come." No doubt Rich Pelley will be overjoyed.

The second steaming slice of gorgeousness is that according to Peter there's also going to be a souped-up A1200 and CD32 version of the game, but more of that in a moment.

The *Exile* blurb calls it a "text-free adventure game," which almost, but not quite, completely fails to get across the finer points of the game. As a jetpacking hero, you've got to explore the caves and surface of a planet, not only to defeat the baddie, but also to save your buddies. This sounds a bit adventury, as do the puzzle-solving aspects involving pick-this-up/take-it-somewhere-else/give-it-to-someone/use-it-on-something action as well as shooting and bombing things.

But hey, there are loads of adventure games like this, from top-down adventures such as *Darkmere* (AP37, 69%) to the brilliant platform adventure *Flashback* (AP25, 92%). What makes *Exile* so special is that this is just the start to the fun. The game uses real physics, so gravity takes hold of your jetpacker and anything he throws or drops. The caverns are also criss-crossed by powerful vents which blow things around, but thanks to the physics, you can counteract the buffeting by picking up a large rock or something equally heavy. Clever, huh?

There's just one huge level to the game, although Peter reckons that if you knew how to do every puzzle and where to find every piece of equipment, it'd still take you six hours to complete the game from start to finish. The forthcoming A1200 version's pretty much identical to the original in a "if it ain't broke" sort of way, although the graphics are now 50% bigger. This of course means that you can't see as much of the screen, and although Peter assured me that this isn't a problem, I remain sceptical. Apart from that, it's glossier, it's got flashy parallaxing backgrounds and it's due out very, very soon. Yippee.

● *CAM WINSTANLEY*

"Neatly separate but equally yummy"

EXILED... AGAIN

So impressed were they by the innovative approach to adventure gaming taken by *Exile*, that Reece Millidge and Chris Mullender from Essex decided to have a go at a similar game. Using the unfortunately pretentious sixth-form-inspired name of Unconscious Minds, Reece and Chris are currently working on *Essence*, due to be released by Audiogenic around Easter. Set on a number of islands in a more traditionally adventure setting (you know, orcs, goblins, that sort of thing), the puzzles in *Essence* rely on your character's abilities to turn into various things. As well as being a normal bloke, he can transform into a little bloke (for tiny doorways), a bat, a huge bird, a squirrel (for running along ropes), a beetle, a large cat and even a rock, which is always handy if you want to drop on someone and kill them. Although we've had a peek at the game, it's still early days yet, so we'll have a full preview with pictures and everything as soon as we can.

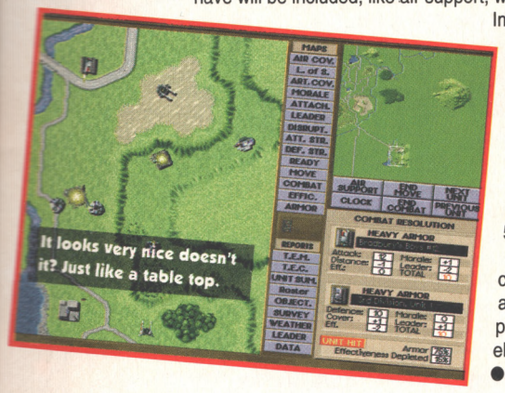
FRONTLINES

Runs: A500, A600, A1200
Publisher: Daze
Authors: Impressions
ETA: February

AMIGA POWER PREVIEW

It's been months, possibly years, since we last looked at a hexagon-based wargame. I'd like to be more specific, but as I searched further and further back through the AMIGA POWER archives, the aging back issues turned to dust in my hands. We had forgotten all about them, to be honest, perhaps assuming that they had been superceded by games like *Campaign* and *Battle Isle*.

But no. Take heart, cobwebby wargamers. The hexagon is back, rising Lazarus-like from the grave to tessellate again. In *Front Lines*, due from Impressions in February, it forms the battlefields of the year 2040, where private armies of mercenaries are laying siege to the rightful democratic governments of the land. You, the player, must take it in turns with the computer to move hover tanks and 17 other types of futuristic weaponry around the landscape to repel their advances. All the things a good wargame should have will be included, like air support, weather and supply lines.



Impressions promise much better graphics and sound than you'd normally expect to find in this sort of thing, adding that this won't, of course, compromise the game's strategic heart. The list of features we've been sent includes, bizarrely, "1 turn lasts 5 minutes".

We're expecting a finished copy of *Front Lines* next month, and I shall take the greatest pleasure in giving it to someone else to review.

● ***JONATHAN DAVIES***

THEY WHO HAVE ERRED

You may occasionally see recall notices in newspapers warning consumers of dangerous faults in dishwashers and suchlike. Well. Here, in what we hope isn't to become a regular column, is the Amiga's equivalent.

If you've not only still got an Amiga 500, but you're using it with Workbench 1.2, and you've been playing *Cannon Fodder 2* on it, you'll have noticed that it won't format save-game disks. You may even be one of the 3,500 AP readers who have telephoned us on the subject. Virgin tell us there is a fault in the game, and if you write to them at 338a Ladbroke Grove, London W10 5AH they'll send you a pre-formatted save disk.

Then there's *Super Stardust*. It works fine... unless, we're told, you're trying to install it onto an Archos Overdrive hard disk. Team 17 are ready with a solution, which they'll send you if you return your registration card along with an explanatory note to Kenny Grant at Team 17, 6 St Johns Square, Wakefield, West Yorkshire WF1 2QX.

And finally, *Zeewolf*. As we are all too aware here at AMIGA POWER, *Zeewolf* (and coverdisk demos of it) won't work on a very limited number of Amiga 1200s. It's something to do with the disk drives in them, apparently. There's nothing we can do about our coverdisk, sadly, but if you've bought the full game and are having trouble getting it to load, send your disk to Binary Asylum, 28 Brock Street, Bath BA1 2LN, and they'll sort you out with a replacement.

Step smartly across the road to avoid...

KANGAROO COURT

NO 9
HELLO, THIS IS A COMPUTER GAME

THE CRIME: Reminding the player of the real world.

THE CASE FOR THE PROSECUTION: Friend programmer lounges in his warm, deep leather chair. Before him lie the disparate elements of *Atmospheric Victorian Point-and-Click Whodunnit 4*. It is his job to combine them into a seamless whole. Stirring the crackling logs afire in the grate, he bends to his task.

The musician, he notes, has excelled himself. Reflecting the period setting of the adventure, the soundtrack blends wittily overdramatic pipe-organ phrases with sinisterly sedate violin bowing. A montage of samples underscoring each scene, such as the creaking ropes and morosely distant foghorns in the docks sequence, completes the aural picture. Friend programmer taps out his briar pipe on the heel of his brogues and, smiling gently at the connection, turns his attention to the packet of disks from the graphic artist. Quickly fashioning a viewer program, he examines her work. It is, of course, superlative. The muddied palette of the impoverished areas of the city contrasts excitingly with the bright clutter of rich housing. Skilful animation breathes life into the characters; friend programmer is particularly impressed with the way a few deceptively simple touches imply great age in the detective's disguise of a bewhiskered colonel.

A muffling bump distracts friend programmer's attention. He glances through the window of his library-cum-office to see that the mighty oak has shed its crown of snow. The squire's children are already disporting themselves in this crisply heaped new playground, squealing with joy. Friend programmer guffaws heartily and settles in his chair with a sheaf of notes recounting the adventure's story. It is indeed an involving read, and the ashes are heavy in the grate before he lays the script aside.

Finally, friend programmer scans through his code. He is rightly pleased with himself: it is an elegant and comprehensive piece of work. He congratulates himself on the foresight displayed in its modular design, so making the integration of the game's elements a piffling matter of slotting in the segments. Fascinatingly, despite knowing the game intimately, friend programmer's brief examination to confirm all is in order stretches into a thorough playtesting, and quiet has fallen upon the gardens by the time he has completed the adventure.

Only one thing remains. An additional task to layer the structure of the game. Some items, perhaps, the detective could collect on his travels? Friend programmer nods slowly. But which items would be appropriate? He paces around his desk. He stops before a specific bookcase; his hand idly selects a certain book. It is a bound volume of Sherlock Holmes, chocolate-brown. Friend programmer riffles through the pages, unconsciously absorbing the woodcut illustrations of Holmes's study: elements of his trademark costume, his chemical apparatus, the famous Meerschaum. Friend programmer closes the book, noting the detective's sharp profile caught on the cover. A lightbulb snaps on in his mind. A furious bout of programming, and the routine is complete. Now, as the detective searches the streets of London in *Atmospheric Victorian Point-and-Click Adventure 4*, for extra points he can pick up icons shaped like joysticks, monitors and labelled blue disks.

Sod.

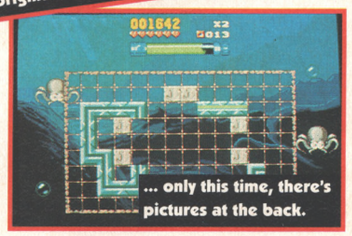
THE PENALTY
First offence: 9-16% off
Second offence: 13-21% off
Third offence: Public execution by having croquet hoops driven into the top of the head and spun using a length of chain by a gigantic dynamo, being released at 15,000rpm to slam into an enormous cardboard facsimile of Floella Benjamin fronting a bulky anvil to the pleasing strains of Roger Whittaker.

SUPER LOOPZ

Runs on: A1200, CD32
Publisher: Audiogenic
Author: In house
ETA: Feb/March

AMIGA POWER PREVIEW

The original *Loopz* was one of those puzzley games that never really hit the big time, but then, most puzzle games fail to thrill. Oh sure, *Lemmings* and *Tetris* were huge, but that's about it as far as puzzley blockbusters are concerned. Which is a shame, because there's loads of really great puzzle games out there, *Fury of the Furries* (AP34, 77%), *Pipemania* (AP22, 79%) and *One Step Beyond* (AP29, 87%) to name but a few examples.



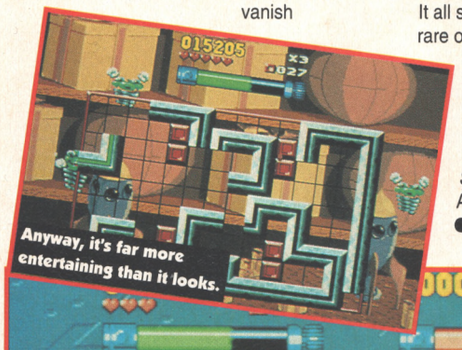
Super Loopz is one of those games that has ventured away from the Amiga only to return once more like a prodigal son. *Loopz* was developed into the exciting Nintendo game *Super Loopz* by putting lots of pictures, colours and animations in the background, and it is this version that is now making its way back to the A1200 and CD32.

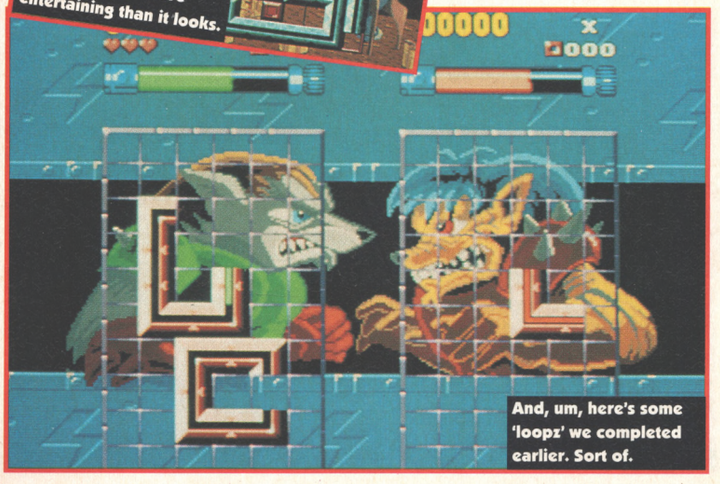
The idea is to create complete circuits (or 'Loopz') out of sections of pipe that appear randomly, a bit like *Tetris*. As soon as you've made a loop, it vanishes, but as soon as you've misplaced a section and messed up a loop, you've got to battle on and hope that a vanish section will appear to allow you to zap away all the clutter.

As with most puzzle games, the basic idea is fleshed out with loads of variations, from an arcade mode where you get less and less time to place each block through to a thoroughly entertaining two-player mode where you compete to be the player who finishes each loop.

It all seems rather groovy, and, in a rare outbreak of common sense, it's going on sale at only £15, which seems to make it the right price for a fun and playable but not overly stunning little game. Hurrah for *Super Loopz*! Hurrah for Audiogenic!

● *CAM WINSTANLEY*





AMIGA POWER RECOMMENDS

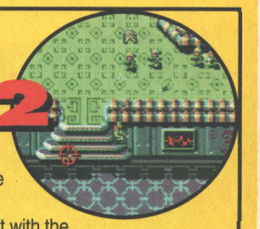
If you haven't bought these yet, we recommend you do. And we're right.

ROADKILL

Acid (AP45 84%)

If we rated games based purely on the gallons of adrenaline they catalysed per minute, *Roadkill* would be looking at a score in the high nineties. As it is we awarded it a creditable 84, marking it down slightly for being a little shallow, but being utterly bowled over by the incredibly exciting atmosphere it generates. "TAKE HIS LIFE," hisses the voiceover. And you simply have no choice.

CANNON FODDER 2



Virgin (AP44 89%)

Sensible captured the hearts of the world with their little band of soldiers, trooping through a variety of settings against enormous odds. And they seem to have done it with the sequel, too – 72 more levels of the same, with new scenarios including the notorious Alien Planet. It's tougher than the original, so if you enjoyed that, and don't mind handing over handfuls more money simply for some new levels, then, er, yes.

SENSIBLE WORLD OF SOCCER

Renegade (AP44 95%)

We must have written more words about the various incarnations of *Sensi* than any other Amiga game. But we're always eager to write more. Especially when it's concerning this latest, best incarnation, with its tactical management facilities, stadium round the edge of the pitch, and little spinning 'S' in the corner of the screen. This *is* the best Amiga game ever.

ZEEWOLF

Binary Asylum (AP43 90%)

The world seems much less of a threat when you're sitting just above it in a helicopter armed with cannons, rockets and guided missiles. *Zeewolf* gives you that feeling, and also an extensive range of missions to tackle, along with slick 3D graphics, big explosions and complex strategic decisions. We'd hesitate to recommend it so readily to A500/600 owners, as it will run rather slowly on their machines, but everyone else should enjoy it enormously.

BUBBLE AND SQUEAK A500

Audiogenic (AP45 83%)

Oddly, even if you've got an A1200, it's worth going for the A500 version of *Bubble and Squeak*. Although you lose out on the attractive pink-and-purple backgrounds, you gain a more sensible Blue Thing who doesn't keep ruining the fun with his stupidity. Apart from that, it's the same intriguing puzzley platform game as it always was. Buy it.

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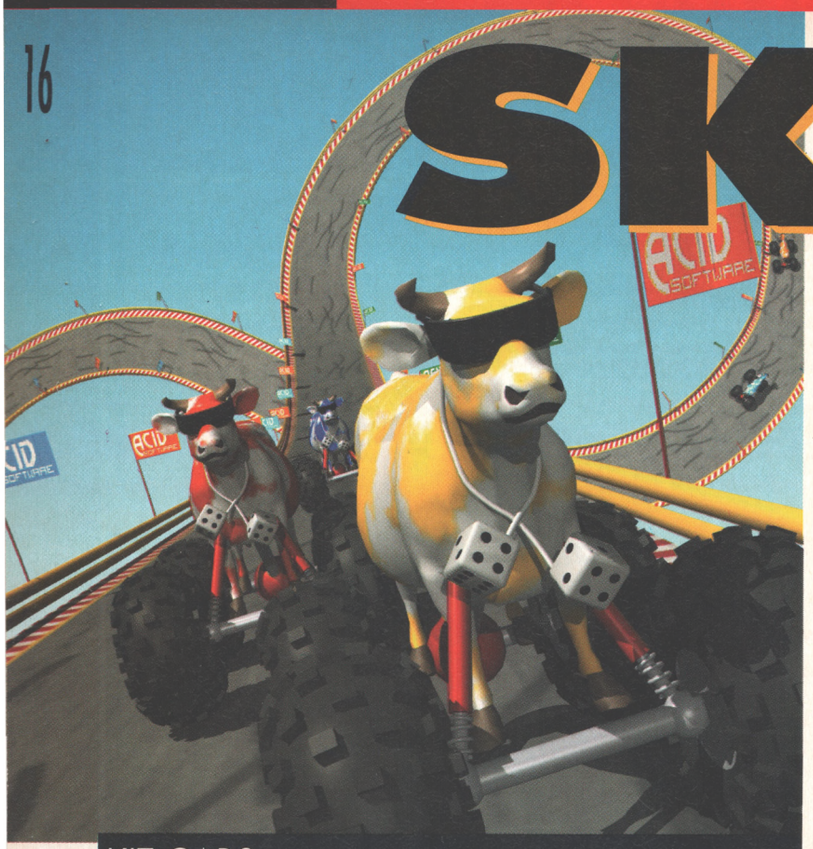


Cows on wheels... towing caravans? Such is the sequel to *Skidmarks.*

AMIGA POWER PREVIEW

Runs on: A500, A600, A1200
Publisher: Acid
Developer: In-house
ETA: February

Clinging to the underside of the world, Acid Software has become one of the Amiga's greatest assets over the last twelve months. Last February they gave us the popular *Skidmarks* (AP34 78%, and still regularly in the Top 10), and this February they're following it up with a massively-enhanced sequel, while in between came the adrenaline inducing *Roadkill* (AP44 84%) and the sublime *Guardian* (AP43 90%). As far as our The Incredible World Of The Amiga feature is concerned, Acid have quite literally put New Zealand on the map.

The original *Skidmarks* was a fantastic game with beautifully-animated, pleasingly-handling cars, but it was let down a bit by irritating disk accessing and a tendency to crash. All that'll be fixed in the sequel, of course, but more importantly there'll be a deafening volley of enhancements including several features that have never been seen in any Amiga game before (quite apart from the cows on wheels) – especially if you're playing it on an A1200.

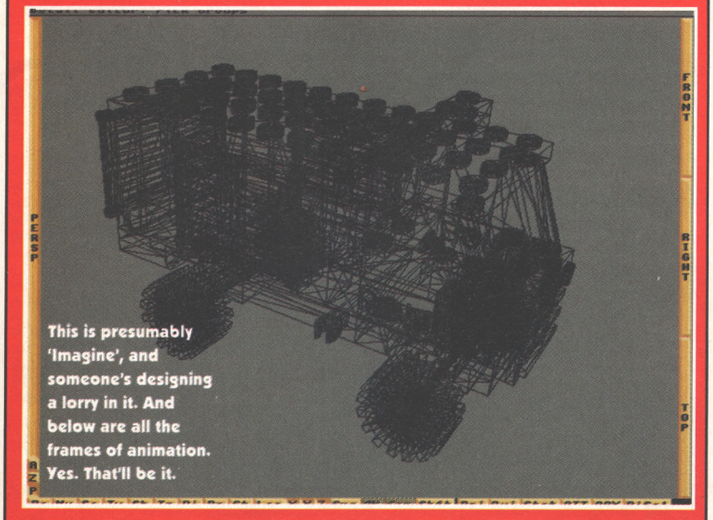
Starting with a few raw statistics, there are twice as many tracks in *Skidmarks 2* – the twelve from the original plus twelve new ones. There are now eight different types of car, including Formula One ones, Minis, pick-ups and – yes – cows on wheels. (And if you're technically minded you can even render your own cars and include them in the game.) And there are 12 championship events, including a more challenging one-player game than in *Skidmarks.*

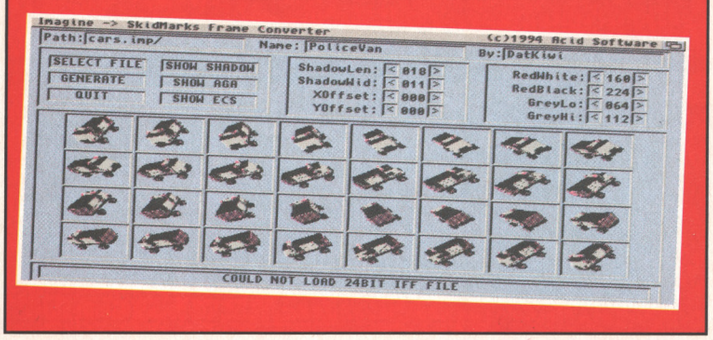
Other aspects of the game have been fine-tuned. The computer-controlled cars drive more intelligently, occasionally running off the road, which is nice. The cars handle in a more complex fashion, which means that each type behaves noticeably differently. Registered users will be able to install the game to a hard drive, thus eliminating the disk accessing that results when you've got so many tracks and frames of animation.

But – and here we enter the realms of the cutting-edge, frontier-crossing-type stuff that the Amiga has always devoured – the original's already-fantastic two-way split-screen mode can now be extended to a three-way one, so three (3!) people can play at once on the same screen. And four can play using a *Micro Machines*-style full screen mode, with cars getting

KIT CARS

This is stretching our Amiga-related knowledge a bit, but apparently there's a program called Imagine which is what programmers use to render pictures. (Our neighbours on Amiga Format confirm that this is the case.) If you've got it, then you'll be able to design a car, render the 800 frames of animation that *Skidmarks 2* requires, import the graphics into the game, and actually drive your creation around.





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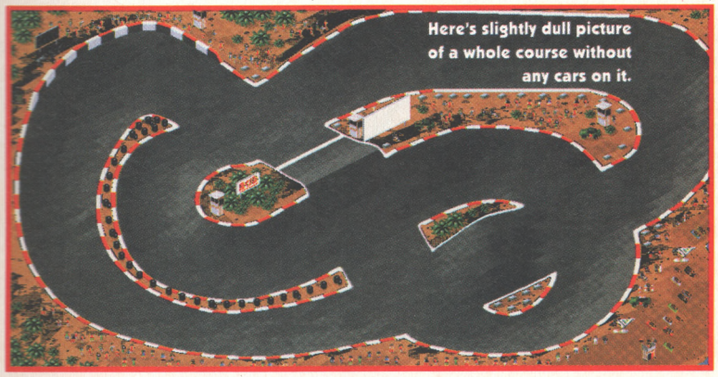
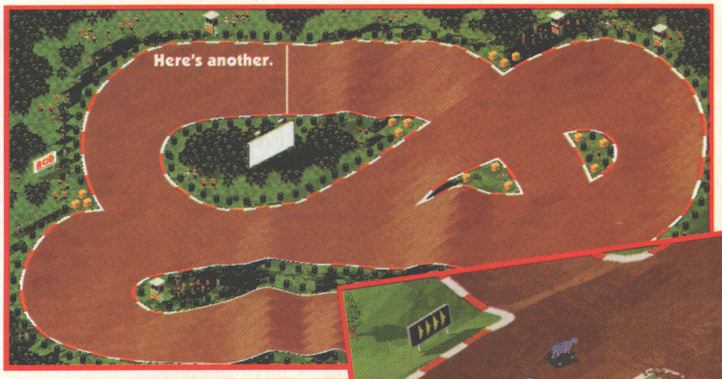
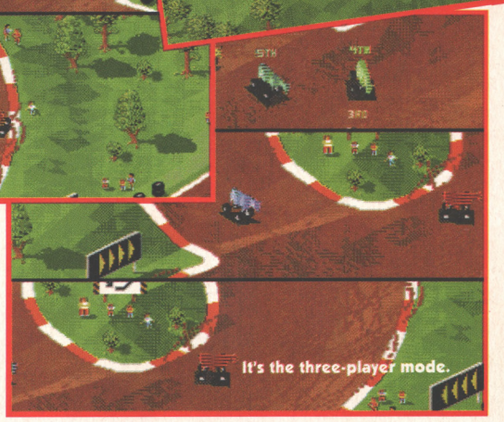






dragged forcibly back onto the screen if they disappear from view. (Four-way joystick adaptors are supported if the keyboard controls prove too troublesome.) Or, of course, as before, you can link two machines together and do it that way. And, perhaps for the very first time in racing game history, you can tow another car behind you, with your car's handling being compromised accordingly. (Although only two at a time can play like this on a 500/600, though.)

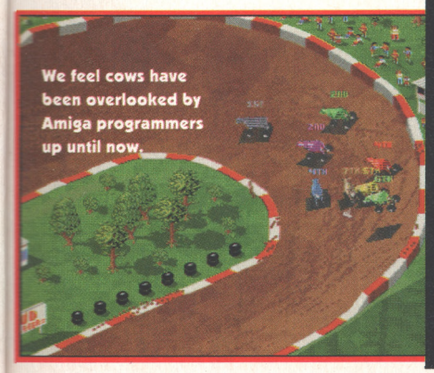
"Tow another car behind you"

However, it's 1200-owners who'll really benefit from *Skidmarks 2*. For starters, up to eight cars can take part in each race, with all of them controllable by human players if you link two machines together. And in towing mode the cars are replaced by caravans, which looks much better. The graphics generally look nicer on a 1200, with more subtle shading on the cars.

But best of all is undoubtedly the new range of display options available in the 1200 version. In high-res mode the track is zoomed right out so you can see more of it on screen at once, but without cutting down on the level of detail. And if you're playing on two machines linked together, you can place the monitors side by side and see the game in a sort of 'widescreen', with half the picture on each monitor. (We derived much amusement in the AP office from playing in this mode, but with the two monitors on opposite side of the office, so we had to trample up and down the room to keep track of our cars.)

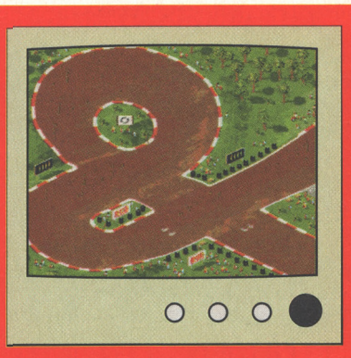
We are filled with hope for *Skidmarks 2*. Play our coverdisk demo and imagine the same thing but with all the extra features listed above and you'll surely agree. Indeed, we were hoping we might be able to review the finished version this month, but Acid say they keep thinking of new things to put in to make it even better still. Too many more and the game will be in danger of exploding.

● ***JONATHAN DAVIES***



IT'S IN WIDESCREEN

This is terribly impressive. If you connect two Amiga 1200s together, and place their monitors side-by-side, you can get *Skidmarks 2* to display the left-hand side of the course on the left-hand machine, and the right-hand side of the course on – yes – the right-hand machine. Thus the Amiga boldly marches into the widescreen, high definition audio-visual world of the 21st Century.



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BLOODNET

Runs on: A500, A600, A1200
Publisher: Gametek
Authors: In-house
ETA: January

AMIGA POWER PREVIEW

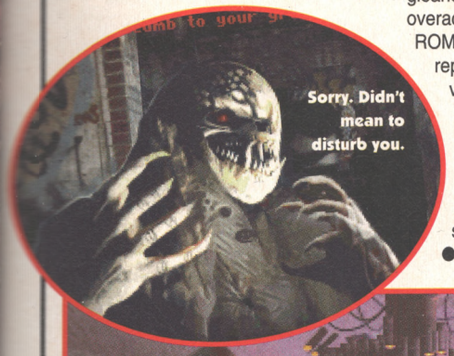
Cam's played *Bloodnet* on the PC, and he reckons that to fully appreciate the bizarre futuristic setting, you'll need to have read as many cyberpunk books as he has. Unfortunately the nearest thing I've read to a cyberpunk book was probably Jules Verne's From The Earth To The Moon, but thanks to AP28's comprehensive cyberpunk guide, I'm now fully versed in the intricacies of mirrored sunglasses, light filtering through Venetian blinds and "jacking" into "the matrix" without having to plough through paperBooks cyberFilled with stupidWords. Cam was mistaken.

The other thing *Bloodnet* is about is vampires. They're taking over a run-down, futuristic world, and you – a hacker called Stark – are the only one who can stop them. But, in an ironic twist, you've actually been bitten by one of them, and are slowly turning into a vampire yourself, a process slowed down thanks to a neural implant in your head that keeps reminding you you're a human and not, for example, a creepy bloodsucking night stalker.

Learning from the mistakes of previous point-and-click adventure games, *Bloodnet* allows you to freely wander to most of the locations from the very start, leaving your powers of deduction to work out what's relevant and what's not. They've also realised that laboriously moving the pointer across the screen to look for a two-pixel passcard isn't any fun at all, so all pick-uppable objects are clearly marked as oversized icons.

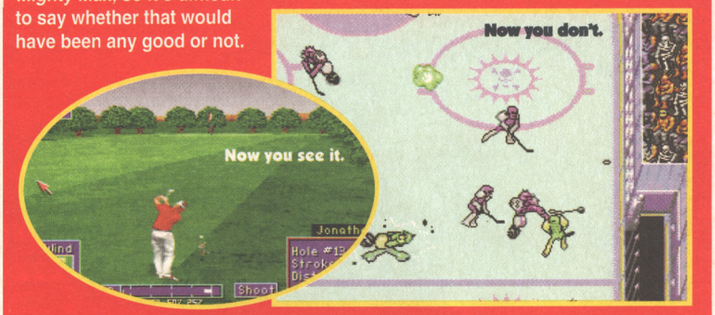
And the other thing is, it's being promoted as an 18-certificate game, packed with rugs, socks and sharing. Cam says there are quite a few rugs in it, but not much in the way of socks or sharing. But then, he regards Pulp Fiction as light family viewing, so maybe his standards are somewhat different. He did tell me that it's one of the few adventure games he's enjoyed playing, although much of the enjoyment was gleaned from listening to the hammy, overacted dialogues (it comes on a CD-ROM) which presumably will be replaced by text in the Amiga version. How this is going to affect the game is, at this moment in time, a mystery, as is why I'm writing this rather than Cam, who's clearly better qualified to do it. Maybe all will become clear soon. Or not.

● *JONATHAN DAVIES*



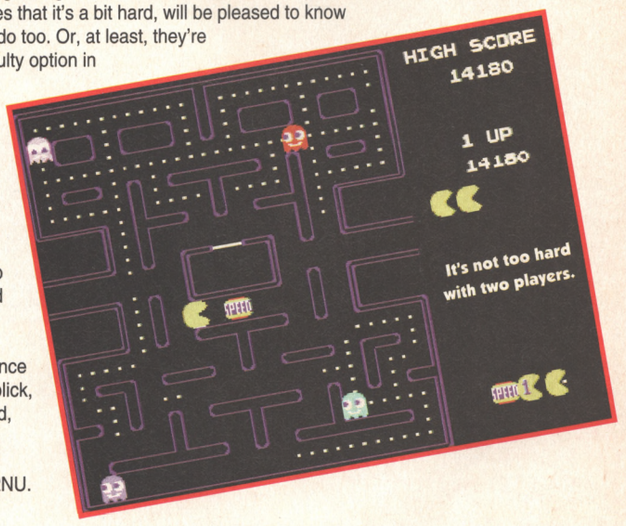
EBB TIDE

Some sad news from Ocean: of the seven games they had planned for Christmas, only three actually made it into the shops in time – *PGA European Tour, Jungle Strike* and *Shaq Fu. TFX* has been further delayed, and *Skitchin', Mutant League Hockey* and *Mighty Max* have been shelved because, say Ocean, they weren't good enough to release. *Skitchin'* and *Mutant League Hockey* weren't actually all that good on the Mega Drive either, but we haven't played *Mighty Max*, so it's difficult to say whether that would have been any good or not.



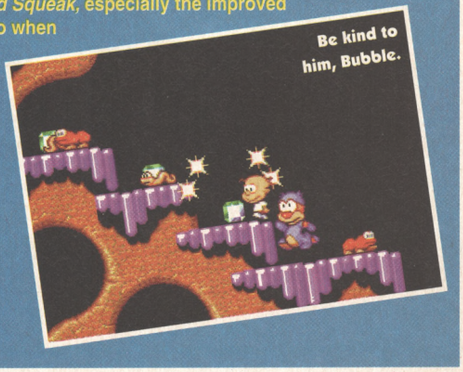
PICK A PUC

Anyone who bought Augenblick's *Pucman* on the strength of our review in AP44, and agrees that it's a bit hard, will be pleased to know that Augenblick do too. Or, at least, they're including a difficulty option in all copies they sell from now on, although they swear the game's no more difficult than the coin-op original. And if you send your disk back to them they'll send you the new version for free. Their address, once again, is Augenblick, 334 Marton Road, Longlands, Middlesbrough, Cleveland TS4 2NU.



RECHAUFÉ BUBBLE AND SQUEAK

We're big fans of *Bubble and Squeak*, especially the improved A500 version (83% AP45). So when Audiogenic whispered into our collective ear that they're planning a sequel, we were incredibly pleased, and felt we had to tell you about it. They haven't really decided much yet, except that it'll be more of the same. Oh, and this time you'll be able to shrink Squeak down with special bubble gum so he can fit through narrow pipes.



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JUSTICE IS DONE

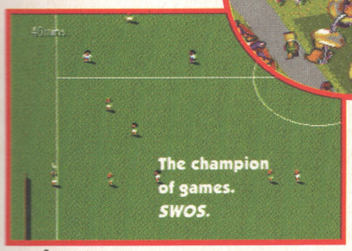
The official Christmas No.1 best seller was *Sensible World of Soccer* – the best Amiga game of all time (AP44 95%). And truly it deserved to be, even if they spelt 'its' wrong in the AP quote on the back of the box.

In fact, to the right are the full Gallup Christmas charts, showing which games sold the most copies during the festive period. And on the whole it appears that few Amiga owners would have been disappointed on Christmas morning. Eyes lit up across the nation as wrapping paper was torn away to reveal *Theme Park* (AP42 91%), a fine game indeed, and the No 2 seller. And *Cannon Fodder 2* would have kept many a rosy-cheeked game player amused through to the New Year in the No 3 slot.

As Santa's sleigh swept onwards through the sky, further goodies were distributed in the forms of *Premier Manager 3, PGA European Tour, Zeewolf* and the evergreen *Micro Machines*. Not a turkey among them.

The only real fly in the ointment, inevitably, is *Rise of the Robots* (AP45 5%) at No 11. Although actually, considering the game's obscene marketing 'spend', it's a wonder more innocent folk weren't swayed into requesting it.

Sadly the overall Christmas No.1 computer game wasn't an Amiga one, though. After a late spurt, *FIFA International Soccer '95* on the Mega Drive took the top spot, causing thousands of bookie-going punters to lose money – most people reckoned it'd be *Donkey Kong Country* on the SNES.



FURTHER READING

"Amiga Format issue 68 ushers in the world of communications with a startling exposé on the Internet, modems and all that. Written by Future's most knowledgeble Amiga comms expert, Richard Baguley, AF68 promises everything you'll need to know to ride the Information Superhighway. Heck, we even review some top new modems.

"We're also proud to present Battle Of The Beat-'Em-Ups, in which we pit all the new and not-so-new combat games against one another to find the king of the Amiga beat-'em-ups.

"Our duo of Coverdisks feature a splendid (and quite huge) *Cannon Fodder 2* demo plus a full, working version of Digita's Data Store. You may never be disorganised again.

"Amiga Format 68. Because the Amiga's more than a games machine."
Steve Jarratt
Editor, Amiga Format

"blah blah Amiga Shopper blah issue 45 blah on sale now with stonking blah reviews of blah Photogenics, Image FX 2.0 (the finished version) blah Personal Paint 6.1 blah plus blah Mojo of Foundation blah Imaging shows you how to blah build your own Babylon 5 blah cargo pod blah not forgetting blah our full review of blah Wordworth 3.1 and Wordworth 3.1SE blah blah the real blah truth about the rise and fall of the Commodore empire blah plus all of our usual blah excellent tutorials.

"No, that's not right. We leave the blah to other magazines. Amiga Shopper just gives you the facts. Cut the Blah. Get Amiga Shopper."
Richard Baguley
Editor, Amiga Shopper

AMIGA SHOPPER

TOP TWENTY CHARTS

1. SENSIBLE WORLD OF SOCCER
Renegade £30 ★★★★★
2. THEME PARK
Bullfrog £30 ★★★★★
3. CANNON FODDER 2
Virgin £30 ★★★★★
4. MORTAL KOMBAT 2
Acclaim £30 ★★★
5. PREMIER MANAGER 3
Gremlin Interactive £26 ★★★★
6. FOOTBALL GLORY
Kompart £26 ★★★
7. WINTER OLYMPICS
US Gold £26 ★
8. MORTAL KOMBAT
Virgin £30 ★★★★★
9. KICK OFF 3
Anco £30 ★★
10. MICRO MACHINES
Codemasters £26 ★★★★
11. RISE OF THE ROBOTS
Mirage/Time Warner £40 ★
12. PGA EUROPEAN TOUR
Ocean £26 ★★★★
13. SKIDMARKS
Acid £25 ★★★★
14. JUNGLE STRIKE
Ocean £28 ★★★★
15. BEAU JOLLY COMPILATION
Beau Jolly £35 ★★★★
16. ALIEN BREED 2: TOWER ASSAULT
Team 17 £20 ★★
17. ZEEWOLF
Binary Asylum £30 ★★★★★
18. JURASSIC PARK
Ocean £28 ★★★
19. ON THE BALL: LEAGUE EDITION
Ascon £30 ★★★
20 POWERDRIVE
US Gold £30 ★★★

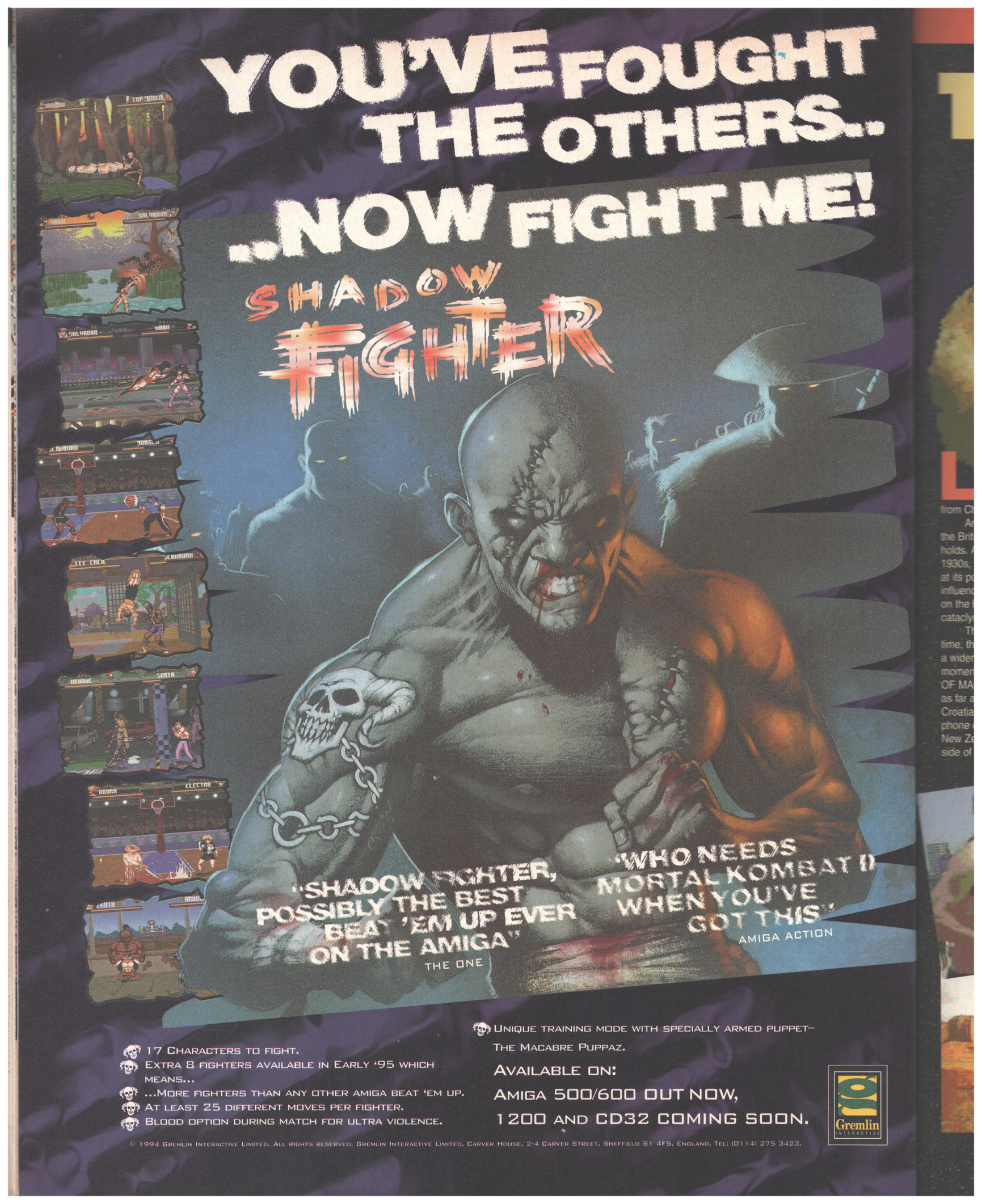
TOP FIVE BUDGET CHARTS

1. CHAMPIONSHIP MANAGER '94 SEASON
Domark £20 ★★★
2. MONKEY ISLAND 2
Kixx £17 ★★★★★
3. BATMAN RETURNS
Gametek £14
4. CHAMPIONSHIP MANAGER: END OF SEASON
Domark £15 ★★★★
5. DESERT STRIKE
Hit Squad £13 ★★★★★

TOP FIVE CD32 CHARTS

1. RISE OF THE ROBOTS
Mirage/Time Warner £35 ★
2. ROADKILL
Acid £30 ★★★★
3. ALIEN BREED 2: TOWER ASSAULT
Team 17 £30 ★★
4. PGA EUROPEAN TOUR
Ocean £30 ★★★★
5. BUMP 'N' BURN
Grandslam £30 ★★★

The charts are © ELSPA



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THE INCREDIBLE WORLD OF THE AMIGA

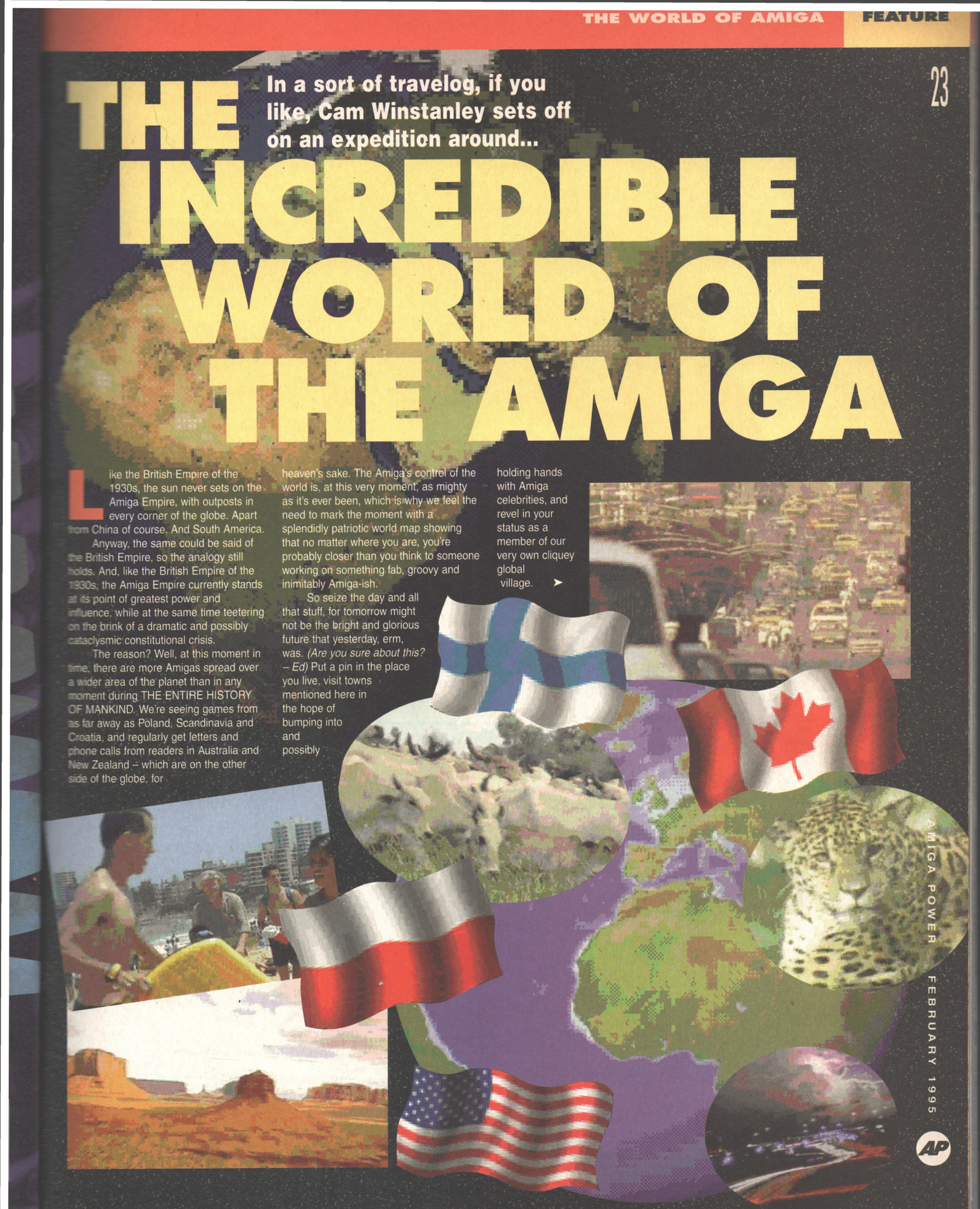
In a sort of travelog, if you like, Cam Winstanley sets off on an expedition around...

Like the British Empire of the 1930s, the sun never sets on the Amiga Empire, with outposts in every corner of the globe. Apart from China of course. And South America.

Anyway, the same could be said of the British Empire, so the analogy still holds. And, like the British Empire of the 1930s, the Amiga Empire currently stands at its point of greatest power and influence, while at the same time teetering on the brink of a dramatic and possibly cataclysmic constitutional crisis.

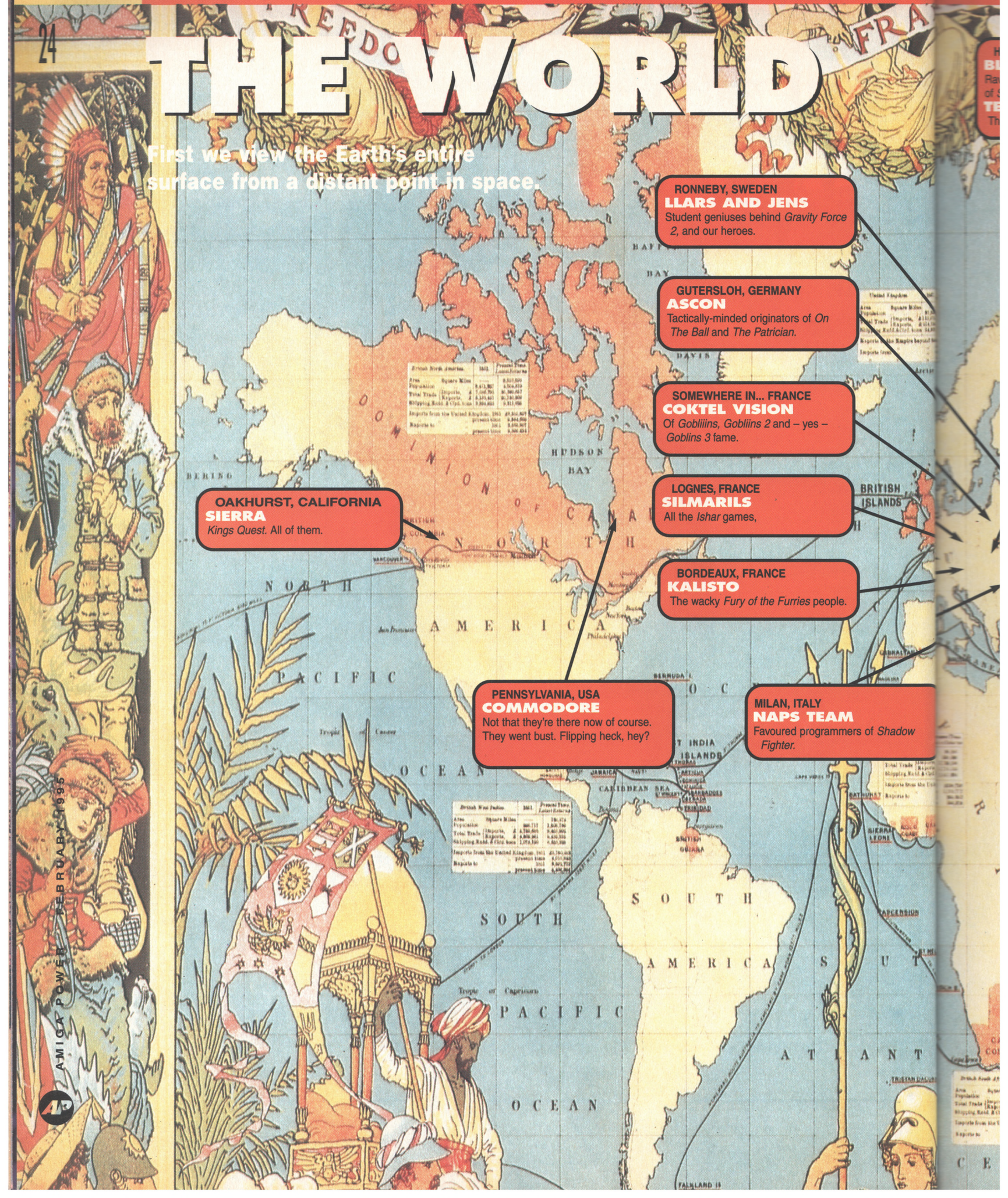
The reason? Well, at this moment in time, there are more Amigas spread over a wider area of the planet than in any moment during THE ENTIRE HISTORY OF MANKIND. We're seeing games from as far away as Poland, Scandinavia and Croatia, and regularly get letters and phone calls from readers in Australia and New Zealand – which are on the other side of the globe, for heaven's sake. The Amiga's control of the world is, at this very moment, as mighty as it's ever been, which is why we feel the need to mark the moment with a splendidly patriotic world map showing that no matter where you are, you're probably closer than you think to someone working on something fab, groovy and inimitably Amiga-ish.

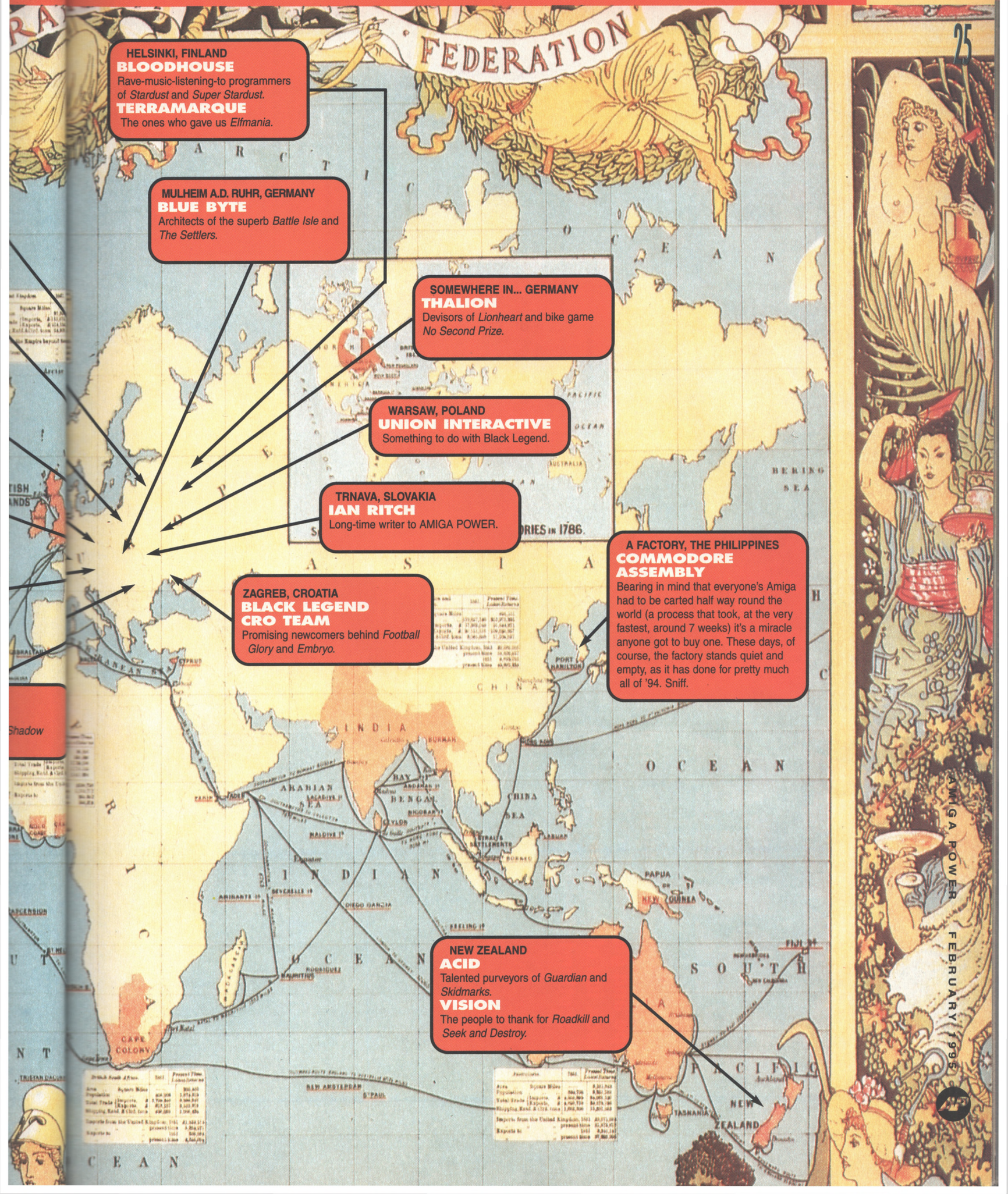
So seize the day and all that stuff, for tomorrow might not be the bright and glorious future that yesterday, erm, was. *(Are you sure about this? – Ed)* Put a pin in the place you live, visit towns mentioned here in the hope of bumping into and possibly holding hands with Amiga celebrities, and revel in your status as a member of our very own cliquey global village. ➤



THE WORLD

First we view the Earth's entire surface from a distant point in space.





HELSINKI, FINLAND
BLOODHOUSE
Rave-music-listening-to programmers of *Stardust* and *Super Stardust.*
TERRAMARQUE
The ones who gave us *Elfmania.*

MULHEIM A.D. RUHR, GERMANY
BLUE BYTE
Architects of the superb *Battle Isle* and *The Settlers.*

SOMEWHERE IN... GERMANY
THALION
Devisors of *Lionheart* and bike game *No Second Prize.*

WARSAW, POLAND
UNION INTERACTIVE
Something to do with Black Legend.

TRNAVA, SLOVAKIA
IAN RITCH
Long-time writer to AMIGA POWER.

ZAGREB, CROATIA
BLACK LEGEND CRO TEAM
Promising newcomers behind *Football Glory* and *Embryo.*

A FACTORY, THE PHILIPPINES
COMMODORE ASSEMBLY
Bearing in mind that everyone's Amiga had to be carted half way round the world (a process that took, at the very fastest, around 7 weeks) it's a miracle anyone got to buy one. These days, of course, the factory stands quiet and empty, as it has done for pretty much all of '94. Sniff.

NEW ZEALAND
ACID
Talented purveyors of *Guardian* and *Skidmarks.*
VISION
The people to thank for *Roadkill* and *Seek and Destroy.*

GREAT BRITAIN

Yes – everybody's favourite 'land of hope and glory', and it's absolutely chock full of Amiga things. Except for Scotland. And Wales.

1 ABINGDON, OXON
INTERPLAY
The people who brough us *The Lost Vikings*, but a bit quiet on the Amiga front recently.

2 ABBOTS LANGLEY, HERTFORDSHIRE
SIR GEOFFREY CRAMMOND
The noble figure who wrote *Stunt Car Racer* and *F1GP*.

3 BATH
BINARY ASYLUM
Newly-founded programmers/publishers of *Zeewolf*.
AMIGA POWER
That's us.

4 BURGESS HILL, SUSSEX
MINDSCAPE
Publishers of *Out To Lunch*, *Wing Commander* and *Alfred Chicken*, now sinisterly linked to AMIGA POWER.

5 BIRMINGHAM
US GOLD
Heavyweight publishers of *Powerdrive* and *World Cup '94*.

6 BLEWBURY, OXON
21st CENTURY
Pinball Dreams, *Pinball Illusions* and *Pinball Fantasies*. Pinball games, basically.

7 CAMBERLEY, SURREY
DIGITAL INTEGRATION
Flight sim specialists behind *Tornado* and *F-16 Combat Pilot*.

8 CAMBRIDGE
DAVID BRABEN
The man who gave us *Elite*, *Frontier* and – soon – *Frontier First Encounters*.

9 CHIPPING SODBURY
MICROPROSE
British branch of American giants who publish *Subwar 2050* and enormous numbers of flight sims.

10 DAVENTRY
DISCOPY LABS
Where our coverdisks are created. Bizarrely, Daventry is also the mythical setting of *King's Quest 5*.

11 DERBY
CORE DESIGN
Home of *Bubba and Stix*, *Chuck Rock* and *Banshee*.

12 DUNDEE
DMA DESIGN
Most things Lemmings-related.

13 EVESHAM, WORCESTERSHIRE
ELSPA
If the computer games industry had a parliament, it would be here.

14 GUILDFORD
BULLFROG
Ancestral home of Baron Molyneux, Earl of Peter, along with *Syndicate* and *Theme Park*

15 HORSFORD, NORWICH
THE DOME
Programmers of *Bob's Bad Day*, *The Last Action Hero* and *PGA European Tour*.

16 HULL
REVOLUTION
Purveyors of *Beneath a Steel Sky*.

17 LADBROKE, WARWICKSHIRE
ARCHER MACLEAN
Of *Pool* and *Snooker* fame.

18 LIVERPOOL
PSYGNOSIS
Sony-owned publisher of *Lemmings*, *Oh No More Lemmings*, *Dracula* and *Lemmings 2*. And *Microcosm*, don't forget.

19 MAIDENHEAD, BERKS
FAST
Remember, piracy is a crime. Don't do it, or risk the armed wrath of FAST SWAT teams.
COMMODORE UK
The home of the *(Alleged. – Ed)* management whose *(Planned. – Ed)* management buyout is the only hope for the Amiga. If you want to tell them to get their butts in gear, Maidenhead's a good place to have a rant.

20 MANCHESTER
OCEAN
Long-established publishers of games, such as *Robocop 3*, *TFX* and *One Step Beyond*.

21 OXFORD
OXFORD SOFTWORKS
Boffins behind *The Complete Chess System*.

22 PONTEFRACT, YORKSHIRE
ALTERNATIVE
Allo, Allo and – soon – *Death Mask*.

23 LONDON
ROWAN SOFTWARE

23 LONDON
VIVID IMAGE
Mev Dinc and his *Samurais.*

IMPRESSIONS
Complicated strategy games like *Detroit* and *D-Day.*

JAGUAR SOFT
Aka John Twiddy, maker of *Aladdin* and *Cool Spot.*

PROBE
Developers of the Amiga versions of *Mortal Kombat, T2 The Arcade Game* and *Mortal Kombat 2.*

RENEGADE
Stalwart Amiga supporters with *The Chaos Engine, Ruff and Tumble* and *Sensible Soccer.*

SYSTEM 3
Publishers of *Putty Squad.*

TITUS
French-owned publishers of *Lamborghini American Challenge, The Blues Brothers* and *Titus the Fox.*

VIRGIN
Enormous publishers of games like *Cannon Fodder, Cool Spot* and various Disney-based things.

GALLUP
Where all things chart-related are compiled.

GRANDSLAM
They who gave us *Bump and Burn,* and *Reunion.*

DOMARK
Men of *Championship Manager* and *F1.*

EMPIRE
Of *War in the Gulf, Dream Web, Empire Soccer* and *Dawn Patrol* fame.

ACCLAIM
Big in consoles, *Mortal Kombat 2* on the Amiga.

AUDIOGENIC
Amiga fans who gave us *Bubble and Squeak,* and lots of cricket games.

DAZE
Importers of many foreign games likeThe *Ishar* series and the original *Stardust.*

ARCANE
Currently working on *Turbo Trax.*

24 PORTSMOUTH
VULCAN
Newly-set-up programmers/publishers of the *Valhalla* series.

25 ROTHERHAM,
KRISALIS
Soccer Kid, Sabre Team and *Man Utd Premier League Champions*-publisers.

26 RUNCORN
DID
High-tech developers of *F-29, Robocop 3* and *TFX.*

ROWAN SOFTWARE
Flight sim specialist programmers of *Overlord* and *Dawn Patrol.*

27 SAFFRON WALDEN,
ESSEX
SENSIBLE
Amiga-abandoning developers of *Sensible Soccer, Cannon Fodder* and *Mega Lo Mania.*

28 SHEFFIELD
GREMLIN
Fabricators of The *Zools,* the *Lotus* games and *Shadow Fighter.*

29 SLEAFORD,
LINCOLNSHIRE
APACHE
Developers of *Death Mask.*

30 SLOUGH
ELECTRONIC ARTS
They who brought us *Desert Strike* and *FIFA International Soccer.*

31 SOUTHAM,
WARWICKSHIRE
CODE MASTERS
Lovable suppliers of the *Dizzy* games and *Micro Machines.*

32 STROUD,
GLOUCESTERSHIRE
ICE
Birthplace of *Total Carnage* and *Akira.*

33 WAKEFIELD
TEAM 17
The toughest publishers in the business, as *Alien Breed, Ultimate Body Blows* and *Super Stardust* demonstrate.

34 WELWYN, HERTS
KOMPART/
BLACK LEGEND
Prolific producers of games ranging from *The Settlers* to *Football Glory.*

35 WITHAM, ESSEX
GRAFTGOLD
Andrew Braybrook and chums, programmers of *Empire Soccer, Rainbow Islands* and our own *Nipper.*

36 GREAT YARMOUTH
THE HIDDEN
Creators of *Spodland (Yeah, right - Ed)* and *Donk.*

37 ORPINGTON, KENT
RASPUTIN
Programmers of *Jet Strike.*

It is over. Not the world, nor the Amiga, but 1994. And as we step lightly into 1995, let us pause for a moment to consider Those Who Have Pleased Us, and bestow awards upon them.

THE AMIGA POW
1995 NEW YEA
HONOURS LIST

In a peaceful meadow, cows graze contentedly. Birds sing. Butterflies flit from flower to flower. A horse stands quietly in the shade of an old oak tree.

There is a distant rumble. The cows glance around nervously, and look up to see dark clouds rolling across the sky. Rain lashes against the ground, driven by a fearsome wind. As the earth begins to shake, the cows' eyes grow wide with terror. Suddenly the ground is ripped apart as a vast stone portal rises from it, shaped as a giant mouth, a bit like that one at the beginning of Aladdin. Four dark figures move slowly forwards through the smoke, silhouetted against the hellfire behind them. They sit astride bicycles.

"Who has summoned us?" cry The Four Cyclists of the Apocalypse (for it is they), their mighty words rending whole mountains asunder.

It is us, AMIGA POWER. We humbly beseech you to judge the Amiga games industry for its deeds during 1994, and produce a sort of glorified awards feature, you probably know the sort of thing. Everyone could get knighthoods, like Sir Geoffrey Crammond. About two pages ought to do it.

"Very well. It shall be so." They appear to converse for a moment, though no words can be heard. Then the First And Greatest Cyclist speaks:

"But let one thing be clear. Only those who have significantly touched the lives of Amiga owners everywhere shall be considered. Those who have merely turned out tedious copies of games we've all been playing for years will be scorned!" A lightning bolt shoots from his fingers and strikes down a cow which has been standing transfixed with terror nearby. "Let judgement commence."

The four cowled figures begin to pedal forwards, surveying the landscape with their retributive gaze.

"You bastard."

"What?"

"It was just standing there."

"What was?"

"That cow."

"Eh?"

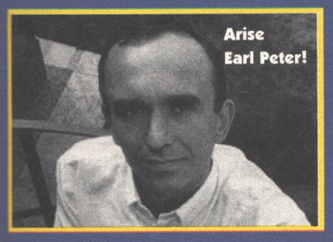
"I think you've broken its leg."

JACOB, MARQUIS OF ANDERSON

We adore Core's *Banshee*, but the best thing about it is the little animations when you shoot a seal or blow up a telephone box. These are the work of graphic artist Jacob Anderson, who has since returned to Scandinavia whence he came. His title must therefore remain an honorary one until he returns to these shores to collect it.

BARON MOLYNEUX, EARL OF PETER

A long-overdue recognition of Peter Molyneux's services to the Amiga, as brought to our attention by AP reader Beatrix van Oranje Nassau of Holland in last month's letters page. He has brought us a stream of good games, such as *Populous*, *Syndicate* and *Powermonger*, culminating in this year's *Theme Park*.

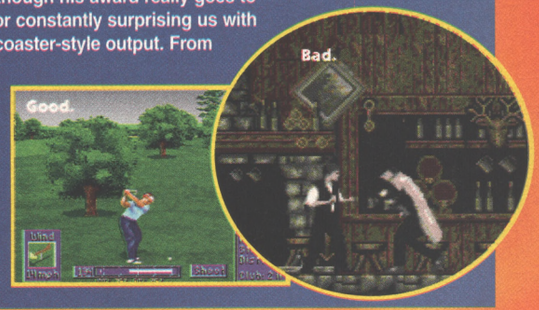


VISCOUNT ARMSTRONG OF THE ANTIPODES

We'd never really heard of Acid Software properly before this year, but then, suddenly – *Skidmarks* and *Guardian*. *Skidmarks* was spoiled a bit by disk accessing, but *Guardian* was quite simply fabulous. They also brought us, through Vision Software, the excellent *Roadkill*. Hurrah for Simon Armstrong.

LORD NICHOLAS CORT OF THE DOME

We've singled out Nick, though his award really goes to everyone at The Dome for constantly surprising us with their slippy-slidey, rollercoaster-style output. From the fabulous *Bob's Day Out* they plunged to the dismal *Last Action Hero*, *Dracula* and *Cliffhanger*, and then lurched back upwards to the sublime *PGA European Tour*. We don't understand them, but we love them.



SIR PIERRE DE CHEF

Sir Pierre receives his knighthood for being our favourite game character of 1994. The behatted star of *Out to Lunch* remains cheerful no matter how many errant vegetables assail him, rounding up ingredients with his little net while smirking constantly. If there isn't an *Out to Lunch 2*, we may have to kill ourselves.

ARCHDUKE ANDREW VON BRAYBROOK

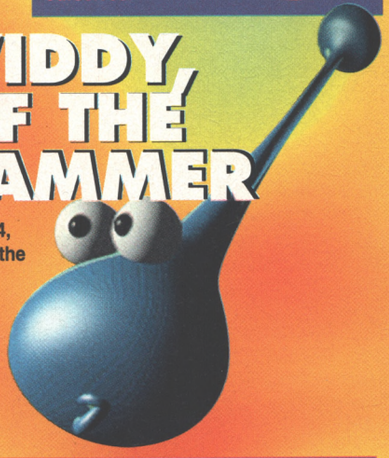
We have always had a place in our hearts for Andrew. Not only did he write *Uridiums 1* and *2*, and *Rainbow Islands*, but he also did *Nipper*, our special AMIGA POWER game. And then, this year, he created *Empire Soccer*, which we're still trying to convince some of you is one of the finest football games available.

EARL PUPAZZ OF THE MACABRE

The spooky punchbag from *Shadow Fighter* nets an earldom for keeping us constantly amused during the closing weeks of 1994. He smiles sinisterly no matter how may times he's knocked down – much like us, in fact.

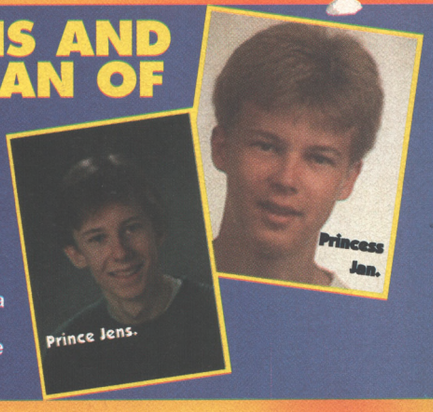
JOHN TWIDDY, ORDER OF THE SLEDGEHAMMER

John entertained us greatly during 1994, with a solid conversion of *Aladdin* and the fantastic *Putty Squad*. He truly is the master of the platform game, and we hope others follow his example rather than simply rehashing the same old stuff over and over again. We also congratulate John on his recent marriage.



PRINCE JENS AND PRINCESS JAN OF SWEDEN

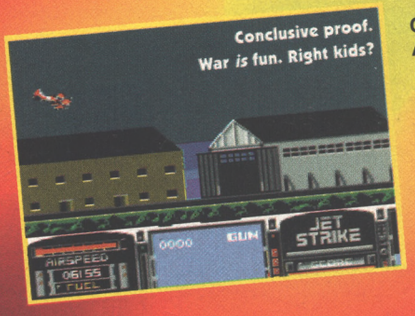
We felt that nothing less would be appropriate for Jens Anderson and Jan Kronqvist, the people who brought us the fantastic *Gravity Force 2* on AP39's coverdisk. Unfortunately, despite his name, Jan is actually a bloke. But it wouldn't have sounded right otherwise. We hope he doesn't mind.



COUNT WILTON, LORD OF ALL SPHERES

We grant Binary Asylum's Andy Wilton his title primarily for his use of advanced curved-surface technology in *Zeewolf*. We were beginning to doubt that *Zeewolf* would ever appear, so delayed was it, but eventually it did, and it was really good. So that's okay.

MARGRAVE ARRAN FOTHERGILL



Great work has been done by Arran in the form of *Jetstrike CD32*, a game which Steve and Cam have played for many hours. As well as constructing an enormous variety of aeroplanes and levels, he was also thoughtful enough to include the most bizarre UFO-related bonus feature which only a tiny fraction of players will ever encounter.

LIGHTS!

MultiFacets of MultiMedia No 1: Digital LandscapeCapture Technology

Regardless of the setting, irrespective of the time period, all MultiMedia presentations MUST use computer-generated backgrounds. These gorgeously rendered, light-sourced 3D marvels will feature chess sets, bottles, bowls of fruit and angle poise lamps, because they're easy to create in 3D modelling programs. They'll never feature trees, animals, Henry Moore sculptures or fountains. Because they aren't. Or people, because they're scary.

CAMERAS!

MultiFacets of MultiMedia No 2: Digital PhotoCapture Technology

Making the CD seem jam-packed with data is always a problem, and the best way of doing it is to include a 'reference section.' These consist of video clips transferred from Pathé newsreels, and smudgy photos taken from encyclopaedias, local newspapers and 'builds week by week into an essential reference library' Orbis partworks. They're then hastily scanned at a risible resolution and crammed together to complete that VariFormat ambience.

SOUND!

MultiFacets of MultiMedia No 3: Digital AuralCapture Technology

Another technologically exciting way of filling up the CD is to slap a load of crackly old sound clips on it. That jittery sequence of Winston Churchill talking just isn't enough – you're also going to need his "blood, sweat and tears" speech almost (but obviously not quite, see number 4) synchronised for that full edutainment package. So hurry! It's straight back to that Pathé newsreel with an inexpensive microphone.

THE COAT OF MANY

The CD age is upon us, and our readers are awash with fear. Harry Zimmerman from Rifle, Colorado and Daniel Uphaven from Welwyn Garden City are just two of the tens of people who have turned to us for help. "How can I have allowed myself to be left behind?" questions Harry. "What is this MultiMedia lark, and how can I get a slice of its high-tech action?" drools Dan. Fear not. AMIGA POWER shall equip you to straddle the untamed beast of CD interaction and ride triumphantly into the FUTURE OF INFORMATION TECHNOLOGY.

So – MultiMedia then. What's it all about? Well, the simplest way to explain it is to think of a sturdy cardboard box. Into this box can be put all manner of things. A recipe for apple crumble, say, and a tape recording of someone reading it out. Another tape recording, but this time of the music from an Asda induction video, a grainy video recording of someone following the recipe and a small photograph of an apple. Now you start the tapes and seal the box. Prepare some other boxes, each dealing with a different topic. Sheet music, perhaps, or architecture. Now arrange the boxes so you can open one, climb inside, absorb the information, and then move on to the next box.

Well, that's all MultiMedia is. Just imagine that instead of the three or four boxes you've prepared, there are millions of them containing a 'multiple media' show for every conceivable topic – and that you aren't actually climbing inside a box but using your computer to access a complicated digital matrix stored on a compact disc using a special wire – and you can begin to understand the excitement of what some people are already calling "the Pathé newsreel of the '90s".

MULTIPLYING THE MEDIUM

MultiMedia is a near-organic phenomenon, with a language, reproductive system and other things. Let us examine them.

1 WORDS OF POWER The language of MultiMedia is a special language, with magical words that transform unattractive, tedious ideas into magnificent, explosive

MAKE MINE MULTIMEDIA

MultiMedia's still in its infancy, so there's still time to jump on the bandwagon and make pots of cash. All you need is a computer, a WORM (Write Once, Read Many times) CD system, and mass duplication facilities. That takes care of the technical side, but what about the ideas? Presented for the first time, here's everything you're ever going to need to cobble together MultiMedia packages until the cows come home in DigitalDairy 2: How Do Bessie's Udders Work, Farmer Dan?

1. THE WORLD AT WAR ON VIDEO Great for everything from Dr Knowledge's History Unfolds through to Derek Anorak's University of Smart Aeroplanes, The World At War combines detailed information with lots of valuable shots of things blowing up. Also features Winston Churchill's "blood, sweat and tears" speech. It IS the Pathé newsreel – but on video!

2. CHRONICLE OF THE 20TH CENTURY 1455 pages detailing every major event of the century. Make it the centrepiece of a wacky 'On This Day In History' InterActive game, or an amusing companion to Mr OrganizeIt!'s Personal Organiser and Diary Database. It IS the Pathé newsreel – but on paper!

3. SUBSCRIPTIONS TO A SELECTION OF PORNOGRAPHIC AND VIOLENT MAGAZINES The Infotainment Bible. If you can't get the Bible.

4. ORBIS PARTWORKS Reach down behind the sofa, or examine the mulch in that forgotten recycling bag in the garden, and you're bound to lay hold of at least parts one to three. Scan in the pictures, get Leslie Judd to read out the information, et voilà (Monsieur Myope Présente FunFactorFourFrench!, two-CD set) – instant interactive databases on everything under the sun.

5. COPYRIGHT-LAPSED LITERATURE Sticking to MultiMedia©zing books by safely dead people neatly avoids expensive litigation over breach of copyright. You'll only be sued if the books you're ripping off aren't in the public domain, or if Orbis finds out. Right, kids?

EVERYTHING YOU

Edutainment!

Chess!

MORE... SOUND!

MultiFacets of MultiMedia No 4: DigiDelayLipSynch

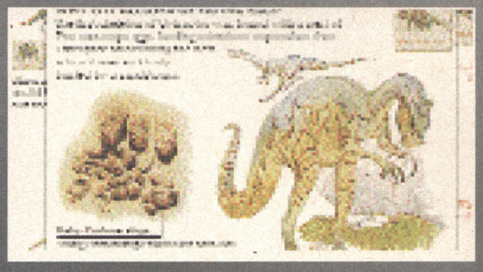
A major part of any DataPackage is the dialogue track dragging behind the VideoAction by anything up to 15 seconds. This gives rise to pregnant pauses in the middle of heated on-screen arguments and equally bizarre chatter ages after everyone's left the scene. All the MultiMedia producers we talked to assured us that this delay was ESSENTIAL and in NO WAY a failing of the current generation of underpowered hardware failing to live up to unattainable public expectations. So that's okay then.

ACTION!

MultiFacets of MultiMedia No 5: Digital LowQualityActorCapture Technology

In the bad old days, would-be thespians had to struggle on excruciating daytime TV drama programmes, hoping to be 'spotted' by influential executives. But thanks to the exciting MultiMedia revolution, InterActiveMovies are now THE place to be seen if you're struggling to 'make it' in the 'big time'. Or if you're too fat, old or ugly to appear in proper films.

INFORMATION!



MultiFacets of MultiMedia No 6: Digital TextPageCapture Technology

But none of these MultiFacets can make sense without the 'currency' of MultiMedia – words – and on a CD you can store millions of them: literally! The fact that the text is tiny and illegible because the screen is filled with clips of Winston Churchill and computer-generated chess sets or digitised Margot Kidders trying to revive flagging careers is unimportant. Use the printout option, or read the books listed in the CD's bibliography.

COLOURS

"What's MultiMedia, then?" Let another SALVO OF TRUTH ring out from the AP™ InfoCannon®.

concepts. The art of using the words is called SeparatingConjoinedNounsWithCapitalLetters: actually Separating Conjoined Nouns With Capital Letters, but through separating the conjoined nouns with capital letters an obvious phrase lent a proper ring of decisive, progressive, knowledgeable authority. You see?

2 EDUTAINMENT Edutainment ('educational entertainment' – MeldingStupidPhrases is another of the MultiMedia Words of Power) is the attractant which MultiMedia uses to reproduce through tech-hungry fathers buying £2,000 PCs 'for the kids'. It's interactive, entertaining education that's fun, Fun, FUN! By staring at a screen, interacting with on-screen 'characters' and asking questions through a complex series of mouse-driven menus, children can discover everything about the world outside that they never see as they're too busy learning about it. A bit like interacting with 'teachers' and 'friends' by putting your hand up in class and asking questions, only without the crippling necessity of having to converse with another human being. Or leaving your house even.

3 INTERACTIVE GAMES By 'interActing' ('interestingly acting') with the computer and software using a 'hands-on character manipulation device,' you can actually control the character or vehicle in the game, deciding when it should move, jump or fire. Similar to an ordinary game, but better, because of the 25-minute rendered introductory sequence, and the ingenious way the tedious requirement of constant control is streamlined to pressing left or right every ten minutes.

4 INTERACTIVE MOVIES InTeracTIve ('inside terra(c)pin throw-rug imperative') movies are interActive games, only featuring presumed-dead actors mugging in front of computer-generated sets. Sinisterly, even frantic usage of a 'hands-on character manipulation device' will fail to skip past these hammy performances, so you'll have to watch them over and over again.

5 INFOTAINMENT Infotainment ('infotainment') is exactly the same as edutainment, only passing through adolescence to reach maturity with the addition of blood and naked flesh. Its dual purpose is to sell £2,000 PCs 'for the tech-hungry fathers' and embarrass unwitting grandparents in shop demonstrations.

You can now discuss MultiMedia with an air of well informed confidence.

NEED TO KNOW

Infotainment!

Winston Churchill!

AND FINALLY...

The CD has finally spun to a silky stop. The 'hands-on character manipulation device' has been carefully put away, and the crackling monitor has ceased irradiating your children. Glance up into the night sky to witness the AMIGA POWER InfoCannon peppering the firmament with starbursts of erudition concerning alternatives to the octopod embrace of MultiMedia.

MULTISTOREY
Read a book about some cars. In a car park.

MULTITHEATRE
Take the script of a play along to the performance. Thus at any particular moment you can randomly access the text while still keeping open a visual window. What with the constant stream of audial information that your ears are intercepting, you really can't get much more of a MultiMedia experience than this. Buy a programme for extra depth.

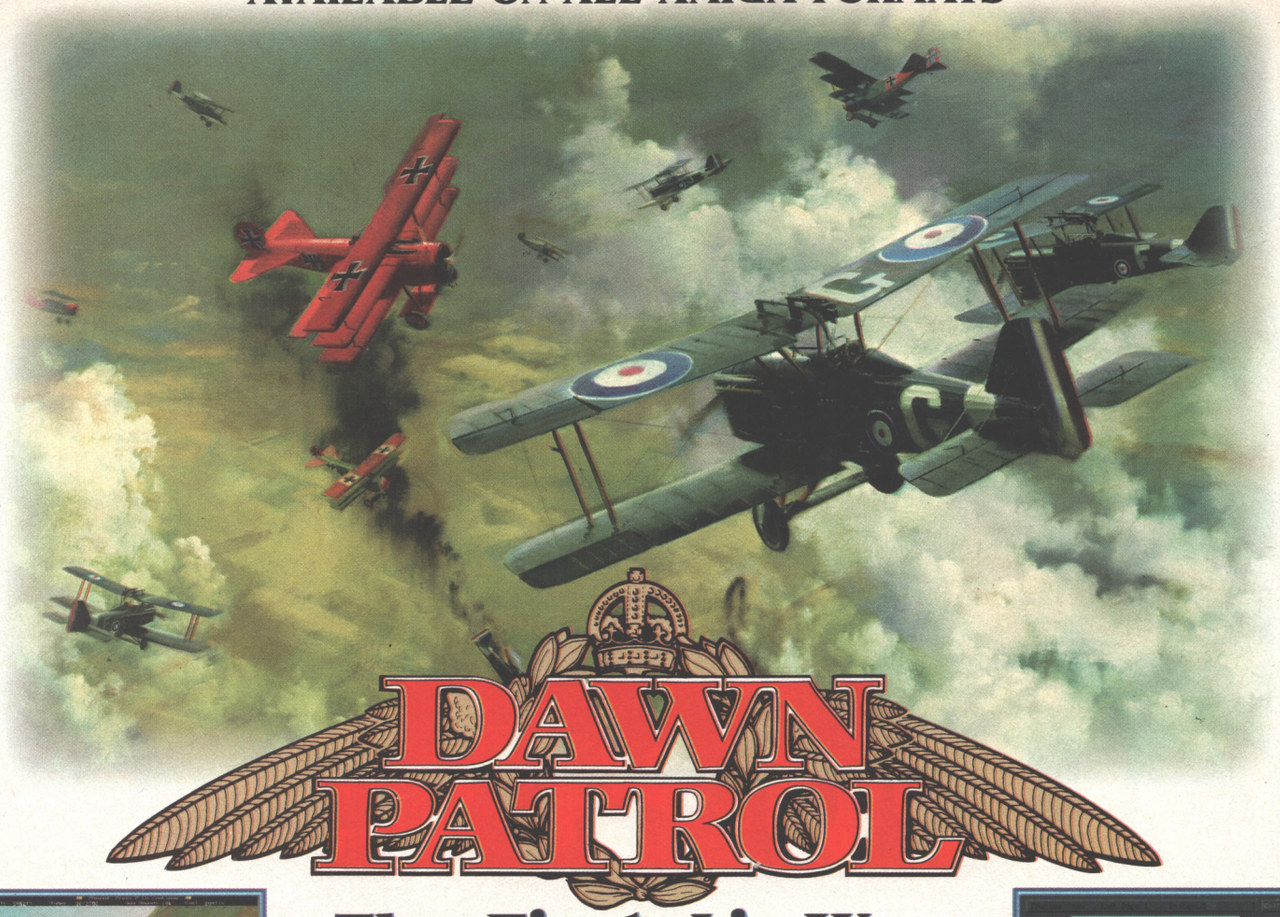
MULTICINEMA
See an exciting film, and then play an associated game. Speed and *F1*, for instance.

MULTICRITICISM
See an exciting film with a few friends and then talk about it afterwards. Buy the soundtrack and play it in the background for another 'layer' of experience.

MULTIMEDIA
Smear lard across the lenses of a pair of sunglasses and flick through Penthouse or the lingerie section of the Littlewoods catalogue because you can't face the idea of going without infotainment.

Congratulations – you're now a MultiMediaMarshal of Didge City! Perhaps you could start work on integrating Virtual Reality, the Internet and MultiMedia so YOU NEED NEVER LEAVE YOUR HOUSE AGAIN.

AVAILABLE ON ALL AMIGA FORMATS*

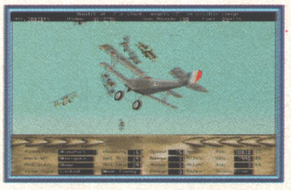


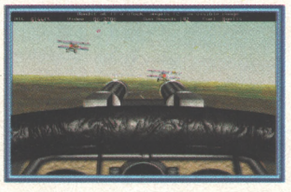
DAWN PATROL

The First Air War

Dawn Patrol is a true flight simulation with the emphasis firmly on pilot control and 'seat of the pants' skill. Climb into the cockpit and prepare for the aeronautical experience of a lifetime.

- *Take the controls of one of 15 period aircraft including the Sopwith Camel, SPAD 7, and the Red Baron's Fokker Triplane.*
- *Leading Edge Technology provides enhanced features for the A1200 and A4000.*
- *32 colour mode gives twice the colour resolution of standard Amiga flight sims.*
- *A myriad of viewing perspectives (View Mātrix) including interior cockpit, multiple external and unique ordnance view.*
- *Over 150 missions to accomplish ranging from traditional dogfighting to balloon busting, each with full mission briefing and embedded hypertext.*
- *64 pilot biographies allow you to create your own characters from Rookie to Flying Ace.*
- *Experience a complete account of the 1914-18 'War of the Skies' and battle for either side of the conflict.*
- *Fully hard disk installable.*
- *The 1914-18 team spirit amongst the airmen is further emphasised through a number of authentic wartime ditties.**
- *A full range of realistic sound effects accompanied by Tchaikovsky's "Capriccio Italien" add the final touch of authenticity.*





Forget all other flight sims, Dawn Patrol tests your flying skills to the full against the real pioneer Aces of air combat.

**1 MEGABYTE OF RAM OR MORE REQUIRED*

empire® INTERACTIVE

Dogfighting will never be the same again!

Artwork by Frank Wooton.
©1994 The Greenwich Workshop ©1994 Rowan Software

A Rowan PRODUCTION

THE GREENWICH WORKSHOP The Art of Discovery

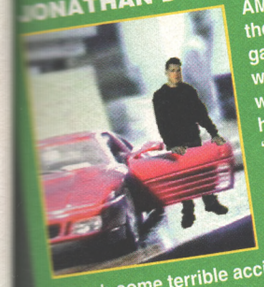
EMPIRE INTERACTIVE ENTERTAINMENT, THE SPIRES, 677 HIGH ROAD, NORTH FINCHLEY, LONDON N12 0DA. TEL: 081-343 9143 FAX: 081-343 7447 MODEM: 081-343 7557

GAMES

Here begin our reviews. Do not buy a game without first consulting them. But who are we, exactly? Why should you trust us? And what would happen if, for some reason, we began inexplicably shrinking?

JUST WHO DO WE THINK WE AAARGHH...

JONATHAN DAVIES



AMIGA POWER is not only the mightiest computer games magazine in the world, but also the tallest, with an average team height of well over six feet. "In fact, I think it is our very enormity that lends us our might," claimed misunderstood editor Jonathan. "If we were ever, though some terrible accident – a bungled scientific experiment, for example – to be significantly reduced in stature, it is difficult to see how we could continue to crush all before us. And my new coat wouldn't fit any more."

STEVE FARAGHER

"I've never really contemplated shortness," mused AMIGA POWER's production editor, Steve. "I've been tall all my life." Really? That must have made for, for example, rather an interesting birth. "Yes indeed. It started off straightforwardly enough. But you know how when babies are born they're wrinkly? I was even more wrinkly than usual. Then, when the doctor pulled my umbilical cord taut in order to sever it, there was a tremendous hissing and I inflated to my current height of six foot four."

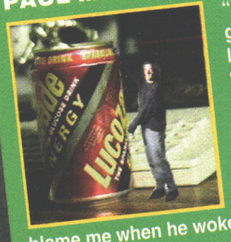
SUE HUNTLEY

"They'll never shrink me!" vowed art editor Sue. "If anything, I'd like to be even bigger. Then people would sit up and take notice, oh yes. I would trample through the centre of Bath, squashing tourists beneath my feet. Trees would snap like twigs, and helicopters would buzz ineffectually around my head. Then, when I had grown tired of that, I would select a nice young man, pick him up gently in my hand and carry him to the top of a tall building, where I would tell him all about my dog. Have I told you about my dog?"

CAM WINSTANLEY

"Nothing would offer greater relief," said giant-even-by-our-standards deputy editor Cam. "All my life I have had to grit my teeth and smile good-naturedly as people have walked up to me and remarked with astonishment: 'Gosh, you're tall!', as if they have just uncovered the secret of nuclear fusion. This happens twenty, maybe thirty times a day." But what if people then started coming up to you and saying: "Gosh, you're small!"? "I would shoot them. All."

PAUL MELLERICK



"I'd hate to be small again," growled AP's long-haired, long-legged staff writer. "When I was younger I used get picked on all the time by my younger brothers, who were bigger than me. They used to sprinkle icing sugar in our dad's bed, and then blame me when he woke up all sticky in the morning. But then towards the end of my childhood I had a growth spurt, and got my own back. In fact, I could probably have anyone now." The rest of the team drew itself up to its full height, and Cam fingered the AMIGA POWER sledgehammer. "Hey, it's the Goodyear blimp."

JONATHAN NASH

Jonathan seemed intrigued by the possibility of being shrunk. "It would be great. I could battle with a spider using a pin as a sword, and ride along in the gutter on a leaf. I could do that amusing thing where I climb into someone's ear and appear behind their eyes. Or attempt to telephone for help by knocking the handset off the receiver, jumping on the buttons and shouting into the mouthpiece. But no." His face fell. "I'd probably get trodden on within two minutes."

SARAH SHERLEY-PRICE

AP's occasional art assistant Sarah is already incredibly short – "Petite, actually" – and didn't look too pleased at the prospect of getting even smaller. "I'd probably disappear altogether," she said. "But at this stage of my maternity I'd certainly appreciate being a bit thinner. I'm fed up with having to wear dungarees all the time, and suspecting that my shoelaces are undone but never quite knowing for sure. I could reach into the fridge to remove cheese slices without opening the door and letting all the cold air out."

RICH PELLEY

Rich isn't tall, exactly, but you wouldn't guess it if he walked up behind you. "ACTUALLY, WHEN I GOT MY FRIEND'S MUM'S CAR STUCK IN THE SAND AT WESTON-SUPER-MARE AND THE TIDE CAME IN AND WASHED IT AWAY, I WISHED I COULD HAVE SHRUNK INTO THE BACKGROUND, SUCH WAS MY EMBARRASSMENT. BUT HANG ON. I suppose I'd then have to talk like this." Hey, do that again. "ON SECOND THOUGHTS I THINK I'D PREFER TO REMAIN THIS SIZE."

HOW DOES OUR SCORING SYSTEM WORK THEN?

1. We play a game until we can bear to play it no more. Then we play it a bit more just to be safe. Then we write our review ignoring all commercial pressures. Because we are your friends. Trust us.
2. The percentage scale's got 100 increments, and we use them all. Crap games get single figures, average games get an average mark (50%) and only brilliant games get 90s. Unlike other mags, over 80% in AP actually means something.
3. Who cares if a game's got great graphics or nice sound if it's useless? Not us. Our reviews give a single mark based on the game as a whole.
4. We're hard but we're fair.
5. Fifth points? We'd rather eat rotten satsumas.

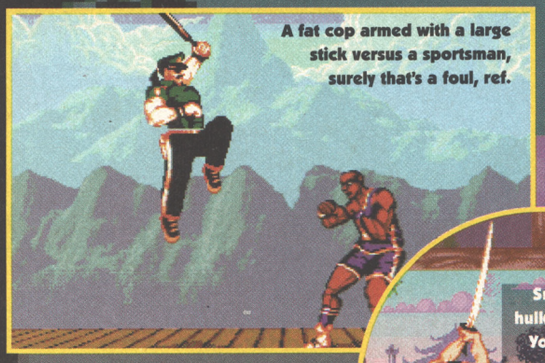
SHADOW

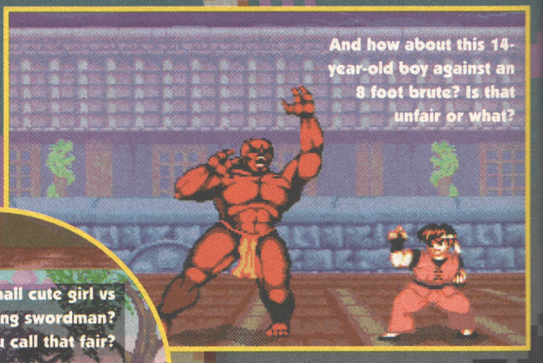
Game: Shadow Fighter
Runs on: A500, A600, A1200
Publisher: Gremlin
Author: Domenico Barba, Fabio Capone, Fabio Cicciarello
Price: Around £30
Release: Out now

Follow me on this one. Everyone in beat-'em-ups hates each other, right? If they're not the brother of another one who's chosen a path of the Dark Side, then they're a pupil gone off the rails and forever chased by their good and trusting teacher. They've murdered each other's sisters, cheated on their wives and maybe, just maybe, stolen each other's winning lottery tickets. These are all good reasons to kick each other's duodenums out, and on this level beat-'em-ups make sense.

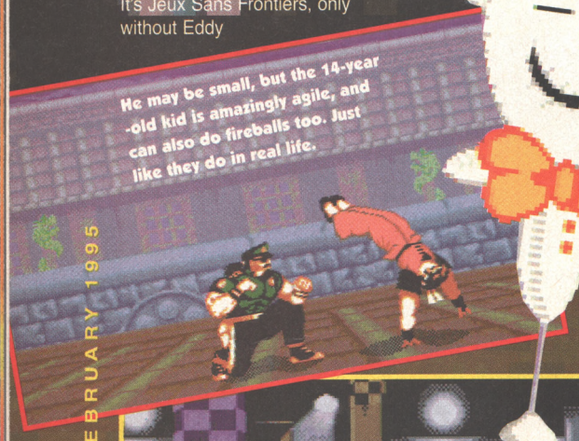
JUDITH

But hang on a minute. These fights aren't swift, impromptu brawls fuelled by alcohol, macho talk, and years of embittered hatred. They're organised, three round matches which involve at least one, and usually both combatants flying half way round the world to meet at a set place in a foreign country to fight each other. It's Jeux Sans Frontiers, only without Eddy Waring and with the risk of serious injury elevated to an art form, and would take a massive amount of good will and co-operation for both fighters to book the time off work, buy their tickets and turn up at the same place at the same time. Hardly the actions of two individuals who have sworn to beat each other into a bloody pulp, are they?





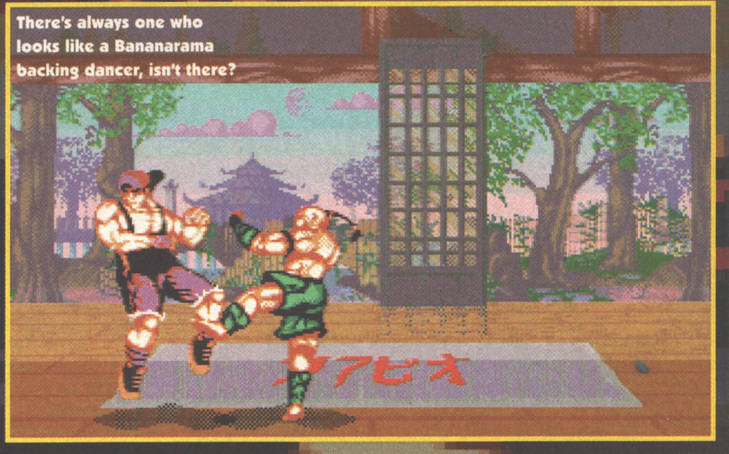
So that's the entire concept of story lines discredited and rubbished then. I don't care whether the Sorcerer didn't get enough attention from his mother as a boy, or if Liu Kang is the love child of Marilyn Monroe and Bruce Lee, and to be honest, until I played *Shadow Fighter*, I didn't really care if beat-'em-ups existed at all. I'd always thought that they were limited exercises in reactions and button pushing, and pretty dull. I also thought (mainly because it's true) that most beat-'em-ups on the Amiga weren't as good as beat-'em-ups on other formats. Times have changed though. *Shadow Fighter's* a great game by any standards, and everyone in the office (apart from Sue, who's far too busy to bother with games these days) has been playing it continuously since we got it. We've got the thumb blisters to prove it.



HALT!

It's great because Domenico and the two Fabios (three Milanese kids who, according to the Gremlin legend, simply sent the game in practically finished) have taken a look at the world around them and taken note. Although I've only ever played it about twice, *Super Street Fighter 2* in the arcades is (apparently) the world's greatest beat-'em-up, combining short-term playability flawlessly with long-term appeal, and consequently sucking change out of pockets across the world faster and with greater ease than a giant vacuum mounted to a spy satellite in geosynchronous orbit. If you've ever needed a blueprint for a perfect game, then it's out there in most arcades. It's consequently a bit baffling to see "combat simulations" such as that CRIME AGAINST HUMANITY *Rise Of The Robots*, which fail to take into account any of the lessons learned by other games, and are consequently about as playable as underwater tennis.

Shadow Fighter steals shamelessly from here, there and everywhere, snipping all the best bits from everywhere and squashing them all into one. There's a scary butch bloke who looks and moves a



FIGHTER

lot like Blanka, a scary thin bloke who's clearly a non-rubbery Dhalsim, and even a cute girl with lethal hair, not entirely unlike a character from the disappointing *Elfmania*.

HADDOCK

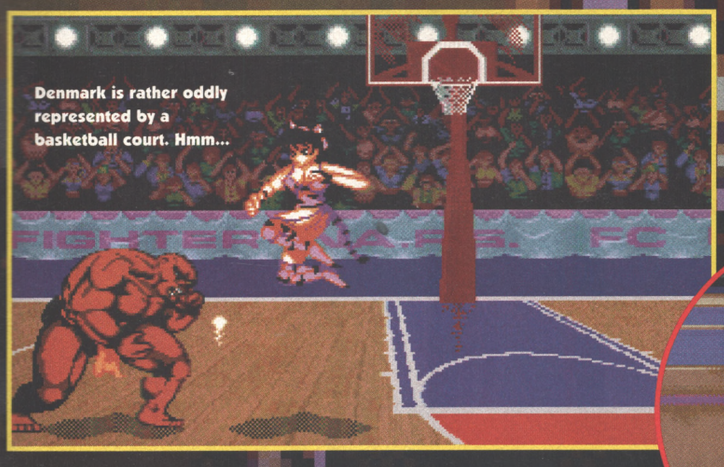
Then it grabs a few bits from *Super Streetfighter 2 X* and *Mortal Kombat* – whoever gets the first hit in gets a point bonus, and if you manage to land three different blows in succession, you get an "excellent" rating and momentarily stun your opponent, allowing you to get a few more punches in. These are admittedly small things, but they add considerably to the game and also break up all that tedious punching and kicking stuff.

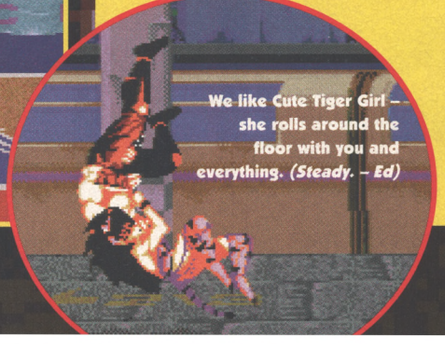
With loads of locations and masses of characters to play, *Shadow Fighter*'s good for at least a week of novelty value, with you and a friend trying out all the possible combinations of characters and locations. Thankfully though, once you've lost the initial buzz of playing such a great-looking game (for even on the humble and increasingly neglected A500, you've got mock Mode 7 floors, parallaxing backgrounds and more colours on screen than are supposed to be possible) there's still loads to see and do.

The control system's excellent, and makes us think that the programmers actually love beat-'em-ups, and didn't just simply try to cash in on the craze. We've not gone to the bother of counting them, but most characters have over 20 easily-accessible moves, and that's with a bog-standard one-button joystick. All the punches and kicks are dealt with using standard directions or directions-plus-fire, and the special moves tend to use simple swirls of the D-pad with a fire at the right moment rather than the fiddly UP, DOWN, RIGHT combos of *MK2*.

DYING GURU

Different moves work at slightly different distances, so rather than having close attacks and missile/fireball distant attacks, there's a number of grades in between. Fat Kraut Cop for instance, can perform all his punch attacks holding a truncheon, thus extending his reach, so his ranges of attack are punching, swinging a truncheon, kicking, jump kicking and using his gun. I'm not into beat-'em-ups enough to know if other games have this kind of flexibility, but it's the first ➤





WE ARE FAMILY

Every character's got a stupid name and daft reason to fight, which we can't be bothered to go into. Here's a broad cross section of them though.

BOXING GLOVES FELLA
A bland, generic, indenti-kit type of guy. With boxing gloves.

SCARY HULK MAN
He has to hunch over just to fit on the screen.

CUTE TIGER GIRL
Rooaaargghh! Right lads?

14 YEAR OLD BOY
Just don't talk to him about girls, alright?

COKE ("-A COLA" – ED) DEALER
Hot off the streets of Medellin, Colombia, he looks mean and turns into a panther.

FAT KRAUT COP
Complete with baton, handgun and silly haircut.

SCRAWNY MYSTIC BLOKE
Has harnessed the power of the universe. Or some old tat like that.

HAT GEEZER
Despite his misleading title, Hat Geezer sports a massive, but curiously non-fatal sword. Nice trousers too, don't you think?

STOUT BLOND LASS
Just an average girl. With electric powers. In lycra.

KICK BOXER
Just like the guy out of that Jean Claude Van Damme movie.

BEARDY BLOKE
Behold, he is a fearsome warrior. Fearsomely dull. With a beard.

OBVIOUS T1000 RIP-OFF
Complete with 'hands turn to blades' attacks.

THE SHADOW FIGHTER
Scary end of level baddy that we haven't actually got to yet. Oops.

"Forever chased by their good and trusting teacher"

time I've seen it on an Amiga. The characters have, well, character. Oh sure, there's a couple of fairly forgettable ones such as Boxing Gloves Fella and Beardy Bloke, but even they're quite fun to use once you get into them. Cute Tiger Girl's the one we'd all fancy if she were real, and even though she's a bit weak and puny, especially against Stout Blond Lass, the fact that she shouts "Judith!" and rolls around with her opponent more than makes up for it. They're already planning a data disk with eight new characters *(To be designed by YOU, the readers of AP. See page 69. – Ed)*, but these will keep you happy for ages, simply because they're NOT all evenly matched. Oh sure, once you've mastered fireballs and burning kicks, 14 Year Old Boy proves to be rock hard, but in a stand up fist fight against the adults, he WILL get a righteous kicking.

There's a certain amount of suspension of disbelief necessary to fully enjoy the game. Why does Cute Tiger Girl's hair inflict as much damage as a punch? How come Fat Kraut Cop can carry a gun into the compo, and how come Hat Geezer's sword doesn't cleave some of the thinner contestants in two? Where does Basketball Player keep his basketball? And where does Obvious T1000 Rip-Off go when he turns into a blob of liquid and vanishes up his opponent's trouser leg? Who knows and who cares? It's all jolly good fun.

BILL ODDIE

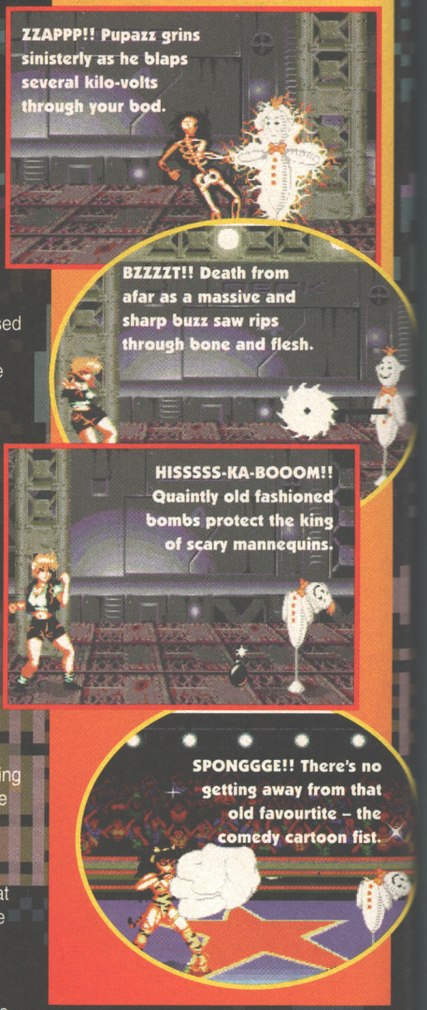
If you can fault the game on anything, it's the one-player game, but then again, what kind of friendless saddo buys beat-'em-ups to play them on their own? The computer player annoyingly accesses the special moves all the time, and on the easier levels it's possible to "Do a *Rise Of The Robots*" and get half way through the game using just two or three of the moves all the time, which is plainly silly and self defeating. On the plus side, the one-player mode means you can go up against the sinister Pupazz, who's the kind of character that's supposed to be cute, but is in fact outrageously creepy and scary, while at the same time being a bit of a larf.

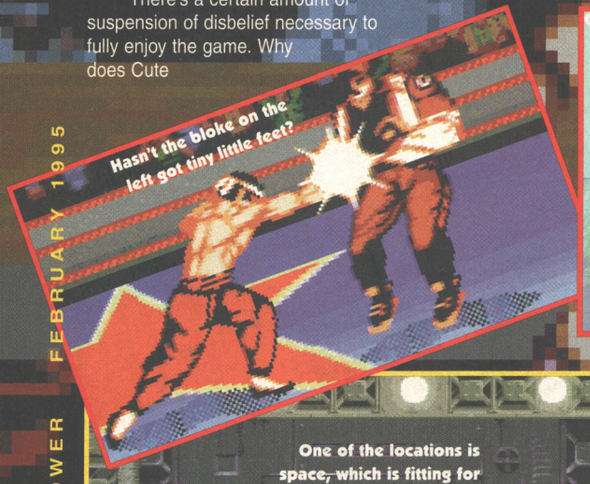
They really have thought of everything. Yes, it's hard disk installable (well, the A1200 versio will be), yes it supports a second disk drive (which is just as well, as there's often a lot of disk swapping if you're playing against a friend. If you're playing a tournament against the computer the disks go in one at a time and stay there until you've beaten all the fighter's stored on them) and yes you can replay a match with the same characters without going back to the menu screen, something that *Mortal Kombat 2* won't do.

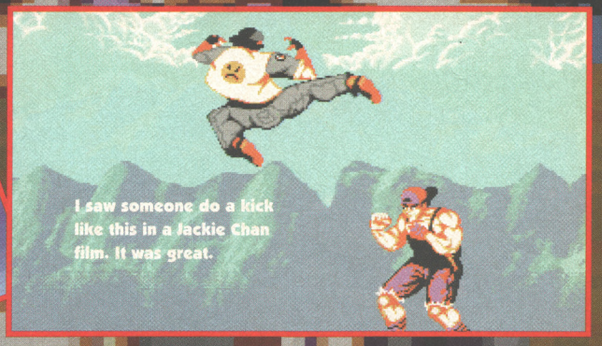
The sound's fun, with heavy crunching blows and people shouting "Judith!" all the time, the graphics are superbly animated and everything zips along at a sizzling pace. It's a superb game, and when the CD32 version emerges, eliminating all that tiresome disk swapping it'll rank alongside *Guardian* (the game of champions) as a powerful reason to buy one. Ignore the hype, pour scorn on *MK2*'s bland set of characters and limited moves, and buy the best beat-'em-up on the Amiga.

● *CAM WINSTANLEY*

PUPAZZ – HE'S BAD







UPPERS It's the best beat-'em-up on the Amiga in every respect: playability, graphics, sound, characters, special moves, everything.

DOWNERS A lot of disk swapping, occasionally mismatched one-player mode and, most importantly, you can't 'be' Pupazz.

THE BOTTOM LINE

To see this on any Amiga's a joy, to see it on the humble A500's a programming miracle. Gallons of care and attention have been poured into this, and by borrowing all the best bits of all the other beat-'em-ups, *Shadow Fighter*'s blown the competition clean out of the water.

91 PERCENT

THE BOTTOM LINE

A1200 It's still great, but why not hang on a month or so and wait what we've got to say about the A1200 specific version, due out very soon?

MORTAL KOMBAT 2

A clearly nonsensical title, it is plain to see.

Publisher: Virgin
Authors: Probe
Price: £30
Release: Out before now

We've been to a preview screening of Stargate. It's a film directed by Roland Emmerlich and starring Kurt Russell and James Spader, and it's about this alien played by Jaye Davidson who kidnaps ancient Egyptians and takes them to another planet to mine a special mineral, and it explains how the pyramids were built and everything, and it's professionally made and visually attractive, and it's absolutely terrible. Not at all relevant to *Mortal Kombat 2*, but we had to drop the story from last month's news pages, so I thought I'd get it in before the film opened officially.

FINISH IT

Mortal Kombat 2 is a triumphal conversion. All the characters! All the moves! All the speech! All the secrets! It's just enormously dull, that's all. In the one-player mode, the computer characters have inflexible programmed responses to your moves so a scrap is less a pugilistic challenge than an exercise in whisking through your moves and seeing which one 'fools' your opponent. And even on the toughest difficulty level, computer players still blithely walk into Swordbloke's waving arms and get cut to bits. Buffoons.

The two-player option unsurprisingly plays far better, not least because bouts last longer than 13 seconds, however you are still hampered by the artificially complicated moves. In *Shadow Fighter*, performing special moves is a relatively invisible task because the programmers have realised the inanity of stringing together a list of illogical joystick movements. *Mortal Kombat 2*, of course, relies on such moves for its success. (Or does it? Apparently, top-class *MK2* players just bash each other around, because – tellingly – they say there's never enough time to get in a special move.) But to get the moves running on a single-button joystick, the movements are even sillier than before. Particularly stupidly, the method to differentiate between punches and kicks is so unwieldy (it depends on which direction you're moving when you press fire) it may as well be random. So if you want, for example, to perform a 'friendship' ending, the trick to which is not to punch your opponent during the bout, it's effectively a matter of chance whether you unintentionally biff him as you flail away. And all this despite there being a (clearly redundant) menu option for two-button pads and the original game handling them with no problem.

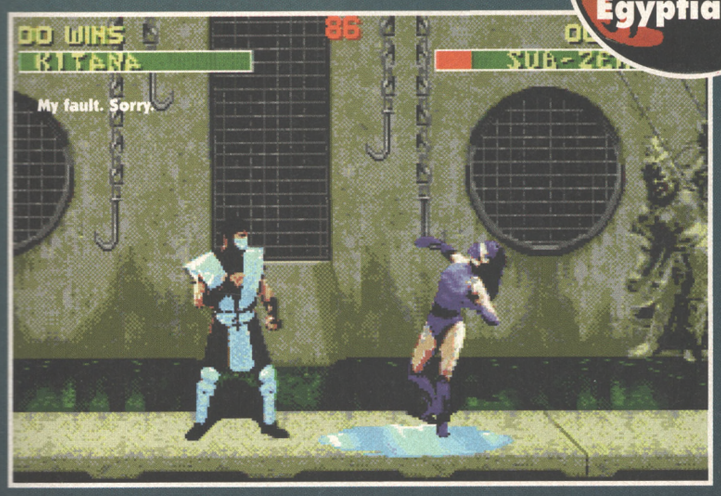
Playing *Mortal Kombat 2* is an empty experience. When you beat your opponent (having dismissed the one-player mode with its devastatingly effective single move nonsense) there's no feeling of success – you've won because you were quicker bashing the fire button.

"Kidnaps ancient Egyptians"

Your opponent doesn't damn your eyes and swear to beat you next time: you just don't care. And such an impression bodes ill for repeated play. "But practising the special moves is part of the appeal," bellow the appropriate people. But there is no mechanism to practise the special moves: there's no equivalent of Pupazz in *Shadow Fighter* and you can't even turn off the timer. (And why don't beat-'em-ups allow you to toggle the energy bars, so you can experiment with combinations without prematurely ending the match? Perhaps because as soon as you've discovered all the 'secrets', interest in the game itself plummets, eh?) Even the trivial faults rankle. For example, if you're slightly too far away to execute an uppercut, the computer player's identical move connects flawlessly. Or because of the bizarre credits system, you can only play 30 two-player bouts before the game ends. Or the fact there's no scoring method beyond showing a player's consecutive wins. Or the way the game doesn't recognise two external drives despite its three disks. Grrrr.

In terms of plain old fun, the Amiga conversion of *Mortal Kombat 2* is a step down from the grubby but impressively thought-out original. But both suffer from being tied to coin-op games clearly designed to be over as soon as possible, and that's where *Shadow Fighter* comes in.

● *JONATHAN NASH*



UPPERS Visually exciting, terrific sound (the speech samples are fantastically sinister, and the chunky effects the most painful since *Way of the Exploding Fist*), 'weighty' characters, everything that's in the coin-op is in there. The two-player mode's okay.

DOWNERS *MK2* is all about deliberately complicated moves, but squashing everything on to a single-button joystick has rendered it a laborious exercise in waggling. The lack of support for two-button pads is inexcusable, especially as the option's in the menu. The characters are boringly similar in look and feel.

THE BOTTOM LINE

It's fun, but really only if you give up on the special moves. And bashing someone repeatedly in the face is only good for a couple of plays. I may have marked it higher had *Shadow Fighter* not existed, but we'll never know, will we? Buy *Shadow Fighter* instead.

63 PERCENT

THE BOTTOM LINE

A500 Less speech and music, more disk-swapping (especially when you pull off a 'finishing move') and, even though the manual says it's so, two-button joypads still don't have any extra effect. Tsk.

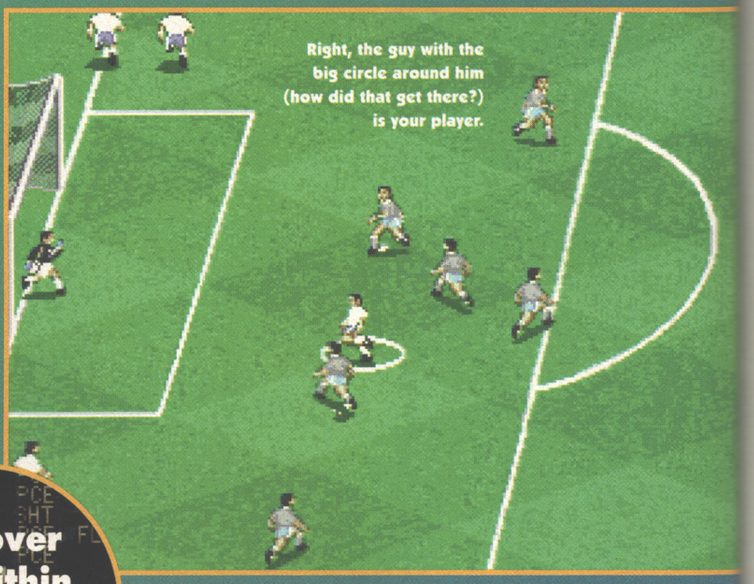
KICK OFF 3 EUROPEAN CHALLENGE

Just how hard should I kick this then?

Publisher: Anco
Author: Steve Screech
Runs on: A1200
Price: £30
Release: Out now

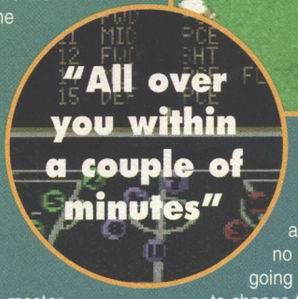
Back again, eh Mr Off? Some games never learn. You may recall scheming Celt turncoat Steve McGill reviewing the original version of *Kick Off 3* in issue 40, complaining that all manner of problems in the game detracted seriously from the amount of fun that could be had, and roasting the sound and controls in particular before awarding it a respectable-but-flawed 69%.

As with the A500 version of *Bubble and Squeak* last month, it appears that software publishers have taken note of our criticisms. With *Kick Off 3 – European Challenge*, Anco have altered the sound so the crowd roar appreciatively when you score instead of reacting with silence. They've added some more control options so that people with a CD32 joypad can enjoy pressing loads of buttons. And on top of all that they've even decided to throw in all sorts of new leagues and competitions as well. For as well as playing in England, you can take your team to Germany, Italy, France or Spain. A truly 'European' motif, there.



PILES

Scheming Celt turncoat Steve liked the 'pinbally' feel of the *Kick Off* series and, while I did like *Kick Off 2* when it first appeared in 1990 (or thereabouts), *Kick Off 3* loses the sense of accuracy and urgency that you should get when playing a football game. As far as I'm concerned, football games are supposed to flow from move to move, leaving you in no doubt that you're in complete control of all the action. When, say, your centre forward plants a cultured volley into the top left hand corner as the result of a beautifully lofted cross from your winger, you have to be sure it was as a result of your gaming skills.

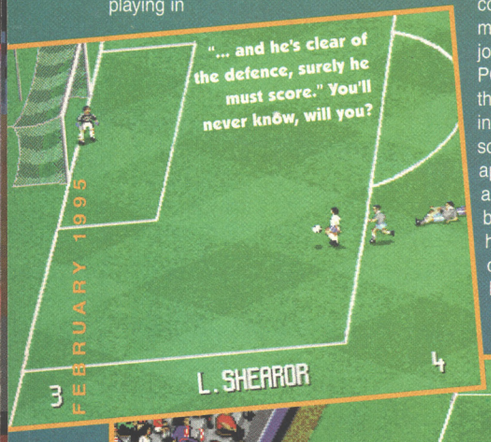


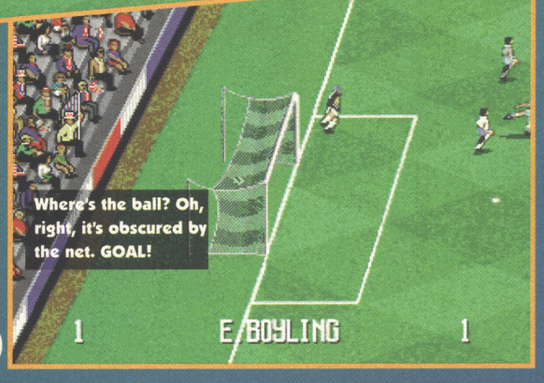
With *Kick Off 3* (*European Challenge* or not) you'll be lucky if you manage to time a tackle correctly, or even get the ball clear of the defence. In an attempt to master control of the ball I tried every conceivable mixture of options, using each of the joypads scattered about the AMIGA POWER office in turn and even slowing the game down to novice level and investing much time on the practice screen. It was all to no avail. You can't apply the right amount of power to a pass, and the time delay between pressing a button and the intended move actually happening is ridiculous. Also, the computer opponents always seem to know exactly what their fellow players are doing and so are all over you within a couple of minutes.

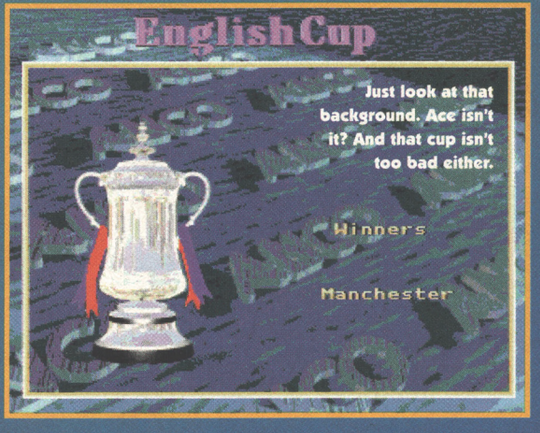
But the worst part about all of this is that although I felt I had almost no control over what was going on and very little chance to change the outcome of the game I still managed to score consistently. In each match I put away at least a couple of goals, and at one point managed an impressive 4-4 draw against Blackburn while playing as Manchester.

So then. This 'new and improved' version does indeed take the original version and 'new and improve' it, and it's refreshing to see a company responding to criticism, but the real problems with *Kick Off 3* go much deeper. It's the game itself that's at fault, and no amount of new options can disguise that.

● *PAUL MELLERICK*







UPPERS You can now use a CD32 pad, a two-button pad or even a normal joystick. There are dozens of teams to choose from, a chance to play in different countries around Europe and the sound even works properly this time around. Oh, and there's a lovely rendered-type background for the menu screens.

DOWNERS In fact, everything's been improved but the game itself, which means we're left with an impressively-optioned, silly and uncontrollable, frustrating football game. Oh, and there's a lovely rendered-type background for the menu screens.

THE BOTTOM LINE

It may be 'new and improved' in some areas, but not where it counts. And because I think famously generous scheming Celt turncoat Steve McGill overrated it by quite a bit first time around, I'm going to knock down the score substantially.

57 PERCENT

THE BOTTOM LINE

A500 A slightly toned-down version with less colours and less sound is on the way, we are informed.

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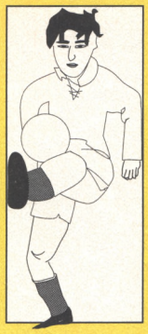

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AMIGA POWER FEBRUARY ISSUE 1995

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THE LIO

Runs on: A1200
Publisher: Virgin
Authors: Dave Simmons (programming), Doug Townsley (graphics), Alastair Brimble (music)
Price: £30
Release: Out now

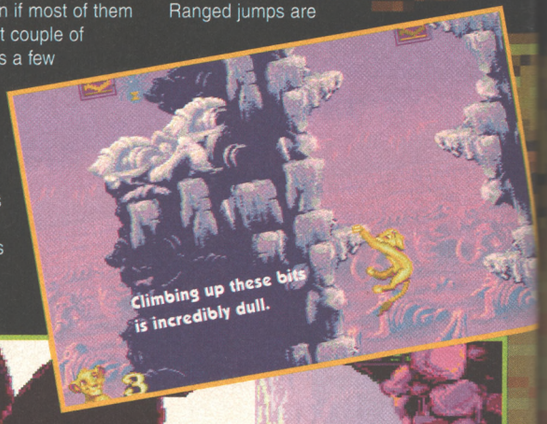
The games that score high marks in AMIGA POWER tend to be the ones which either cause huge crowds of us to gather around the office Amiga for days and days, shouting uproariously and not doing any work (recent examples of which are *Guardian*, *Shadow Fighter* and *Roadkill*), and those which inspire fanatical devotion on the part of one or two lone employees, who sit transfixed in the corner, muttering a lot and not doing any work (*Sensible World of Soccer*, *Pinball Illusions*, *Theme Park* and *Zeewolf*). Sadly, *The Lion King* falls into neither of these categories. It's a very dull game – not a patch on the splendid *Aladdin* (AP44 86%), which it superficially resembles.

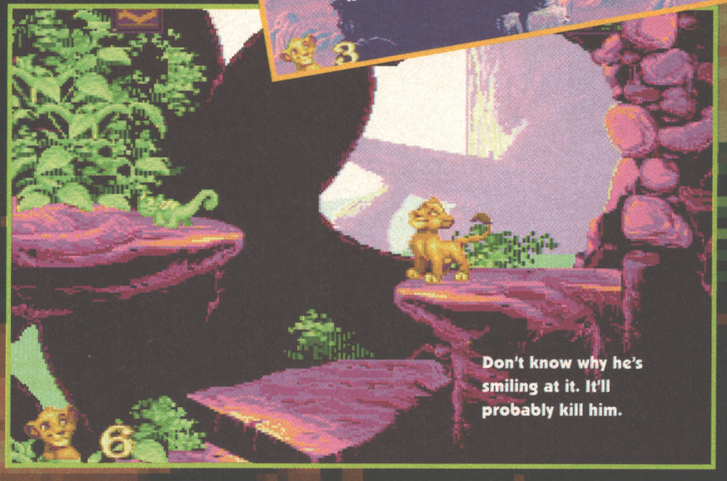
Like *Aladdin*, *The Lion King* (the game) is a platformer. Like *Aladdin*, it opens with a tune from the film that includes some pleasant singing. And like *Aladdin*, the character you control is brilliantly animated using special drawings direct from Disney. Simba (your lion cub) hops about almost as if he's alive. He pounces from platform to platform, and clings on to ledges by his claws with his legs dangling in the air. If you take your hands off the controls for a while he starts to bat passing insects with his paws. He goes "Eeeek!" if you press up, with the aim of terrifying baddies into submission. And he even suddenly grows up into an adult lion halfway through the game, and can then whack baddies with his paw while going "RROOOOAAAR!". In fact, animation-wise, Simba is even better than Aladdin. All the graphics are pretty good, actually, not just Simba. There are some nicely-animated vultures, and the scenery is never dull, with plenty of parallax scrolling. The music isn't too bad. You can even choose between using the fire button to jump or roar.

MANE

But there the *Aladdin* similarities end. *Aladdin* is packed with references to the film, bursting with comical characters and humorous moments (even if most of them are crammed into the first couple of levels). *The Lion King* has a few hyenas, but they just wander about the platforms looking bored, and, apart from having Simba in, it could be any old game. There's always something going on in *Aladdin*, whether it's a comedy knife-thrower trying to kill you, an exhilarating slide down a washing line, or a little bonus game of some sort. *The Lion King* has long periods where nothing happens at all. Aladdin (the film) is ideal platform game-fodder – a madcap chase through the bustling streets of Agrabah. The Lion King is more about rolling savannahs and herds of zebras milling about, and just doesn't feel right as a platform game, even with the novelty of a four-legged hero. *Aladdin* was blessed with the magical touch of Dave Perry, the near-legendary designer of *Cool Spot*, but *The Lion King* isn't.

The slick animation masks a character who's terrible to control. Ranged jumps are





LEFT! RIGHT! LEFT! LOOK OUT! OH NO!

It's the 3D wildebeest stampede level. They run towards Simba, attempting to crush him beneath their hooves.

He must dart from side to side, seeming, to the observer, to sense them behind him without even looking or anything.

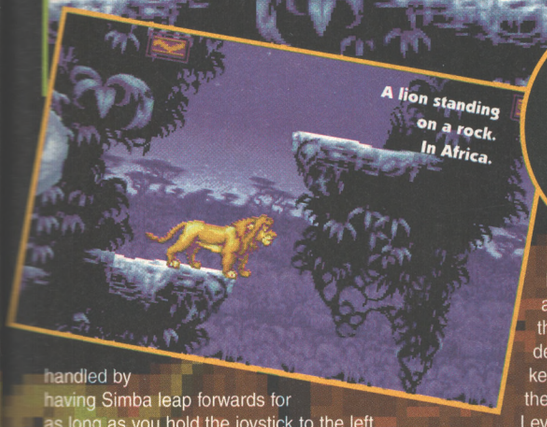
Why he doesn't merely run to the side of the gully and hide in a crevice is beyond even our mighty cognitive powers.

Simba leaps into the air to avoid a rock. It does seem to go on a bit long, this section, that's the only thing.

ON KING

For the king of the jungle, the grown-up Simba does seem to jump a bit craply.

Unsurprisingly, you've got to jump on these vultures' heads.


A lion standing on a rock. In Africa.

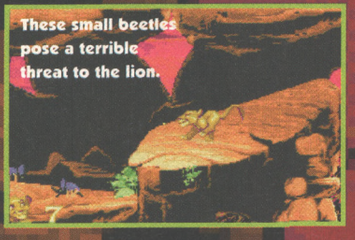
"Periods where nothing happens"

handled by having Simba leap forwards for as long as you hold the joystick to the left or right, and then dropping straight downwards as soon as you release it – the same crap and unnatural system as used in *Benefactor*. The sound effects sound like sound effects (if you see what I mean) rather than anything connected with the action. The collision detection is shaky – I still keep getting killed on the theoretically straightforward Level 1, and I'm sure it's not my fault. And if you're hoping for a faithful conversion of the console versions, you won't be disappointed... until you try to find the rhinoceros and waterfall levels, which have been missed out because Virgin "ran out of time". However, the 3D wildebeest stampede level is a real winner. Having Simba running out of the screen with wildebeest charging towards him from behind is a great idea. I was actually getting quite excited (albeit imperceptibly) as three wildebeest bore down on him while he was trying to dodge a dangerous rock.

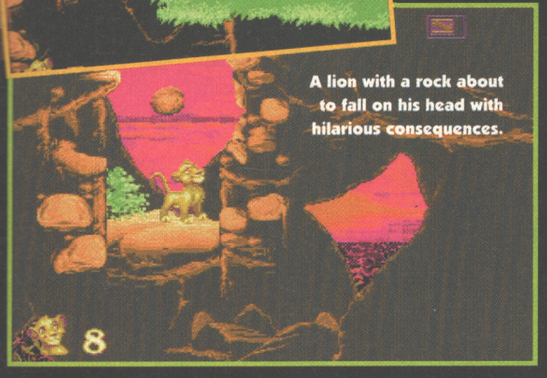
But that's it, really. Slick manufacturing and good looks aside, *The Lion King*'s heart just isn't in it. It seems to have been designed from the Simba animations upwards, with the inspiration rapidly evaporating as the time came to make it fun to play. Apart from the 3D level, I didn't enjoy any of it.

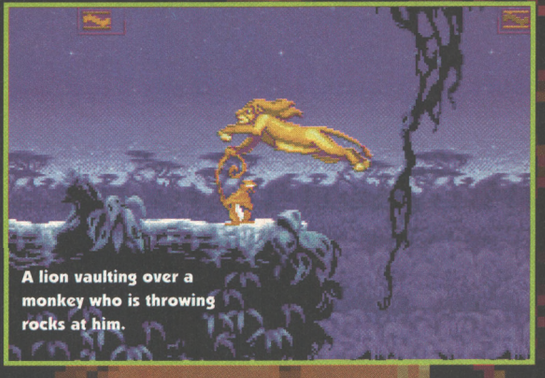
On Level 4 *The Lion King* starts randomly dropping rocks on your head. Is that the action of a game which wants to be played?

● *JONATHAN DAVIES*


These small beetles pose a terrible threat to the lion.

A lion running down a grassy slope. Underground.


A lion with a rock about to fall on his head with hilarious consequences.


A lion vaulting over a monkey who is throwing rocks at him.

UPPERS High-quality graphics, especially the animation of Simba himself. A nice tune at the beginning. The 3D level is good. The first four-legged game character. Ever. (Apart from the camel in *Revenge of the Mutant Camels*, of course. And the cat in *Paws*. For example.)

DOWNERS Not in the least bit engaging to play. Lots of wandering around empty platforms. An invisible cut-off point at the bottom of each level which you mustn't fall past. Deceptive scenery that blocks your path for no obvious reason. Embarrassing sound effects. Only a nod in the direction of the film's atmosphere and humour.

THE BOTTOM LINE

The Lion King comes hot on the heels of *Aladdin*, from the same publisher, and has no excuse for not being just as great (except, perhaps, being based on a tedious, formulaic film). At first glance it looks to be on a par with its great predecessor. But in fact *The Lion King*'s no fun at all, and utterly failed to captivate any of us. Even a bit.

59 PERCENT

THE BOTTOM LINE

A500 *The Lion King* shall not be appearing on the A500. Calamity.

ALL-NEW WORLD OF

First there was an introduction.

Runs on: A500, A600, A1200
Publisher: Psygnosis
Authors: DMA Design
Price: £30
Release: Out now

There's something odd going on here. "Excuse us," said the world as a body after the dust settled on *Lemmings*, one of the most popular games ever in the history of all things, "but this really isn't that good at all, is it? As soon as you start a screen, you pause the game, examine the level and work out how to solve it. The trouble is, you then have to implement your solution using the gleefully antagonistic controls and rather overly pixel-pedantic lem placement."

"Righto," said the programmers. "Here's *Lemmings 2*, with 12 'tribes' of lemming so you have to get stuck 12 times before you're *really* stuck, different powers for each 'tribe' to shake up the variety, a vastly reduced number of puzzles demanding exact lem positioning, larger levels that scroll in eight directions and a definite goal to aim for in end-of-game medallions depending on the number of lems saved."

And now, inevitably, we have *Lemmings 3*. (None of this trying-to-pretend-it's-something-different nonsense, thank you.) And, inexplicably, it's a step backward to the cumbersome original. There's something odd going on here.

LEMMY CAUTION

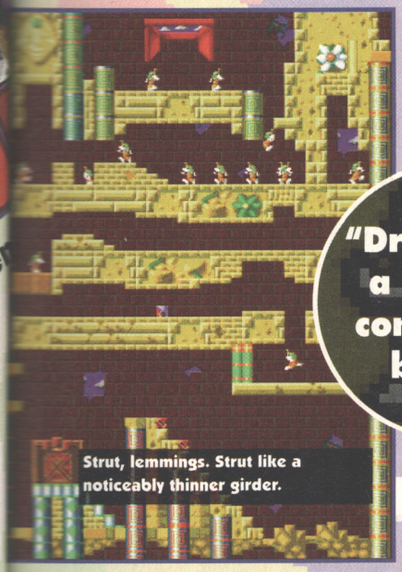
Using the peculiar excuse that "*Lemmings 2* was just a little bit too complicated for some people" DMA have greatly simplified the third game. Gone are the 12 'tribes'. You now have three – the Egyptian, Shadow and Norwegian lems – which most obviously means you've only to get stuck three times for the game to grind to a halt. Gone also are the characterful individual 'tribe' powers. In their place is a common pool of usable objects. The lems have, however, gained the ability to leap a short distance forwards, and a 'revert to normal' icon means you can save blockers instead of having to blow them up. There's also an option to turn red an object-carrying lem with the intention of making him easier to pick out of the inevitable waddling mass, but this doesn't work as you still have to click precisely on him to turn him into a digger (or whatever). And the replay feature whereby you can mark your place in a level and then start from that point when you fail BUT WHICH ISN'T COUNTED AS COMPLETING THE SCREEN shall be dismissed with the haughty contempt it deserves.

Objects and monsters are the genuinely 'all-new' elements of *Lemmings 3*. The objects, while being nothing beyond collectable lem 'powers' from the previous games (instead of diggers, swimmers, builders and sacrificial bombers you get spades, lifebelts, hods of bricks and grenades), have a singular advantage over their predecessors: you have to earn the right to use them by working out a way to collect the blessed things in the first place. It's a terrific idea, and the simple refinement of having a lem only able to carry one type of object at a time rockets the antic factor skyward. Not only do you have to master swapping objects at the correct moment, but you are also required to coordinate backup lems to carry on with the discarded prizes, and transport apparently useless items to a point where they can be dropped to a waiting conspirator below. Prestidigitation indeed.

The monsters aren't as successful. Whoever thought that the tricky trickster terrors of *Lemmings* weren't enough and what the format really needed was a bit of fast-paced, military-

A LEVEL: HOW TO DO IT

LEMMINGS



Strut, lemmings. Strut like a noticeably thinner girder.

"Dropped to a waiting conspirator below"

timing shootout action needs badly to be killed. *(And their family. No, hang on. – Ed)* Worst of the monsters are the moles. They're a damned nuisance. Ostensibly on your side (you're meant to block their path with bricks so they get angry and burrow into the earth, ricochetting off walls to form helpfully criss-crossed tunnels) it takes so much exhaustively-planned effort to get them to go where you want (as opposed to rampaging off in an entirely useless direction and getting themselves trapped so you have to restart the level) that you just wish them all dead. *(And their – oh, never mind. – Ed)*

LEMMY GOGO

The substantially bigger graphics of *Lemmings 3* are troublesome. Clearly you have less time in which to react before the lems blunder off a ledge, but the lems also tend to overlap exactly so you don't know if there's one hidden behind the lem you're concentrating on. Far more serious is the finicky cursor. It must be centred on a lem to work, which means it's impossible to select a lem trapped in a small space, say, between two blockers, because he's constantly changing direction. Instead you have to 'revert' one of the blockers, let the trapped lem walk out, click on the ex-blocker to make him change direction so he lags behind the lem you're targeting, re-blocker him when he's in the clear and then turn your attention to the escaping lem. And it's no use thinking you can now let that lem drop down to the appropriate point and blocker him into position so you're sure he's building (or whatever) in exactly the right spot, because you can't. *Lemmings 3* won't let you change a blocker into anything but a 'reverted' walker.

The idea is that you 'revert' him and then manoeuvre him into position by changing his direction a couple of times.

But when you're zipping around the level trying to keep track of 20 lemmings at once (which, after all, is one of the points of the game) you're bound to forget in which direction any one lem was walking to start with. So you nip back to one near the end of a ledge, 'revert' him, slash the cursor down to the icon strip to select 'use' so he can plunger his way across the ceiling of that mighty pit, tear back to the ledge to discover he was actually walking the other way, try to change his direction, realise you're still in 'use' mode and watch helplessly as he falls off the other end, taking the irreplaceable plungers with him.

Aarghh.

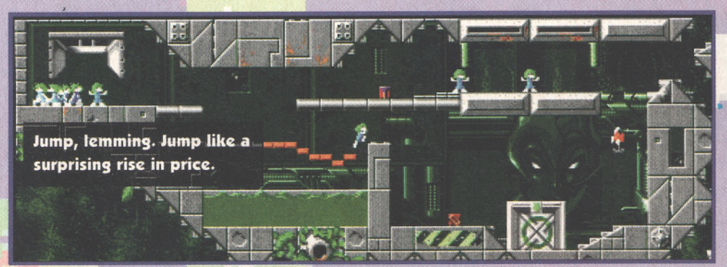
Or is it? After all, we are told this is the kind of thing on which *Lemmings* players thrive; that the fun isn't over once you've worked out the puzzle and that, in fact, unpausing and agonisingly working through the solution in competition with the mouse control, little lemmings and cacklingly bloody-minded traps is *by far* the best part of the game. And it must be true. Otherwise why would the programmers have simply forsaken the skill-skewed wiles of *Lemmings 2* for a return to the outrageous contrivances of the original? Remember, you asked for it. Apparently.

LEMMY OUTERHERE

In conclusion, then: leave well alone. If you've never played *Lemmings* before, buy *Lemmings 2*. It's friendlier, funnier and enormously more entertaining than this throwback to the mouse-battering infuriation of the original. You don't want to have to deal with building life-saving towers for diving lems without a clue as to how high they should be to pass the border of death while leaving enough bricks to reach that important ledge and have two left over to crush the laser-triggering pressure plate and fill in the hilariously imperceptibly collapsing walkway. You don't want to send a digger lem back and forth until he's in position to leap that uncovered gap because you can't switch directly from a 'use' lem to a 'jump' one. And you certainly don't want to pin your hopes on a single tooled-up lem only to slip up and blocker him, not safely along the ledge as you'd planned, but accidentally on its cusp where you can't possibly turn him around in time once 'reverted' which means RESTARTING THE LEVEL AGAIN.

And if you have played *Lemmings* before and truly believe in your heart this all sounds tremendous fun and don't mind at all the impenetrable hard drive-installation procedure that insists you use (eugh) the 'CLI' to create directories and things before it deigns to load, or the atrocious save game routine which allows you to wipe out your hard-won positions at the press of a button without so much as a by-your-leave or are-you-sure-you-want-to-do-this, then go right ahead and buy *Lemmings 3*. I wash my hands of you. You and your wretched ilk.

● *JONATHAN NASH*



Jump, lemming. Jump like a surprising rise in price.

UPPERS The usable objects that you have to find and collect first. The *Lemmings 2* feature whereby you can go back and try again on a completed level to save more lems. The 'lemme fatale' bit because it looks exactly like the "Hello, Nurse!" gag in Animaniacs. The animation in general. The throwing-a-fireball-at-a-monster speech sample. The hard drive-installableness, if you know what you're doing.

DOWNERS The pedantry. The clumsiness. The revolting save game routine. The unnecessarily large graphics. The way that if there's not enough headroom to jump, the lems don't try, or even break stride, so you're not sure if it's because they can't jump or whether your cursor's just not centred on them, and suddenly they've fallen to their deaths. The (yes!) pixel-perfect lem placement. The unhelpful similarity between the 'jump' and the 'block' icons. The unpleasant music.

THE BOTTOM LINE

If this is the direction in which the *Lemmings* series is heading, it's hard to see how it's going to survive. Incredibly, practically all the good things about *Lemmings 2* have been thrown away in favour of the fussy, deliberate stupidities of the original. Some clever ideas can't save it. Let's cross our fingers for the forthcoming *Paintball Lemmings*, eh?

50 PERCENT

THE BOTTOM LINE

A500 Out at the same time, we are told, with less levels, slightly smudgier graphics and less crisp sound. Watch the skies, and all that sort of thing.

SHAQ FU

Bless you.

Runs on: A500, A600, A1200
Publisher: Ocean
Author: The Dome
Price: £26
Release: Out now

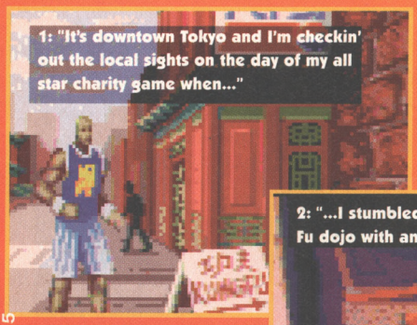
He's a big bloke, our Shaq. (Mr O'Neal to you.) Very strange then that someone who's an inch over seven feet tall and weighs about 300lbs (or 21 stone in old money) ends up in a beat-'em-up looking like an ineffectual midget. This is presumably a device to make his opponents in the game look really tough and imply matches of great challenge, whereas of course in real life Mr O'Neal would simply crowd them into a corner, tower over them menacingly and kick them in the head until they died.

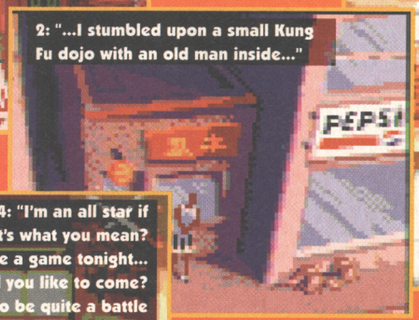
BLIMEY

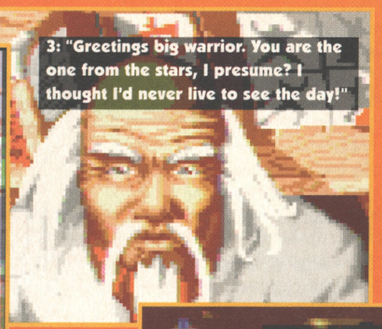
Every game has a gimmick. *Shaq Fu*'s is that the graphics have been digitised using a method called 'motion capture' which appears to be digitising but with a special name. It's an impressive technique which does indeed lend the animation a 'human' quality. Unfortunately, with such a large number of animation frames the characters need to be small in order to move quickly, and even then the game misses out the odd frame in order to place

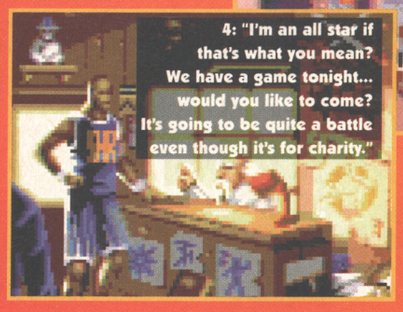
A GOOD OLD RIP-ROARING YARN

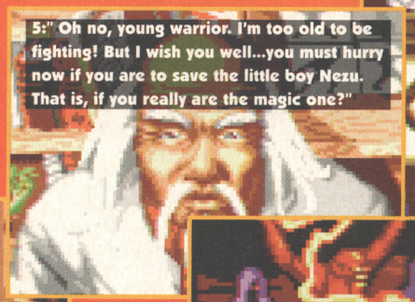
Every beat-'em-up needs a convoluted plot. Well, actually it doesn't but *Shaq Fu*'s got one. And not only that, it's got a crap one as well. But instead of me wibbling on about it for a couple of hundred words, let me put you though the same torture the game does. Ha!

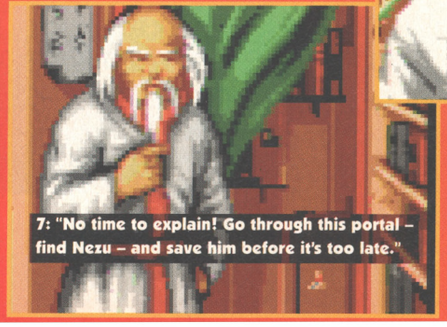


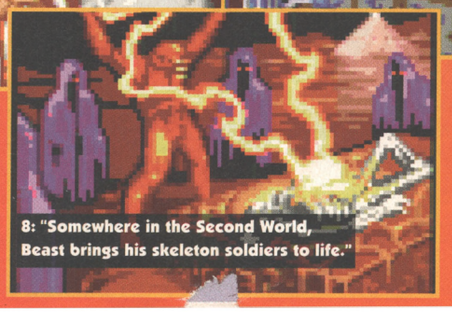


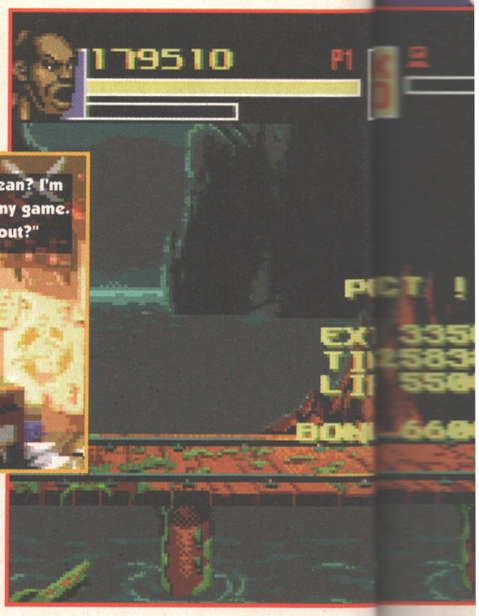


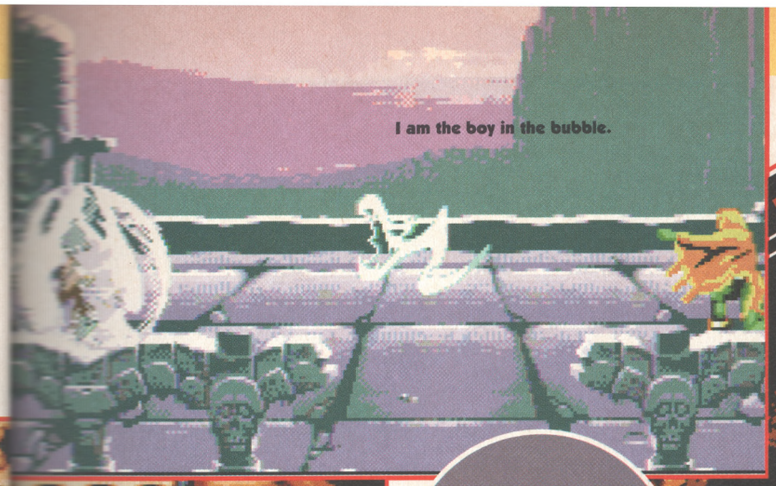


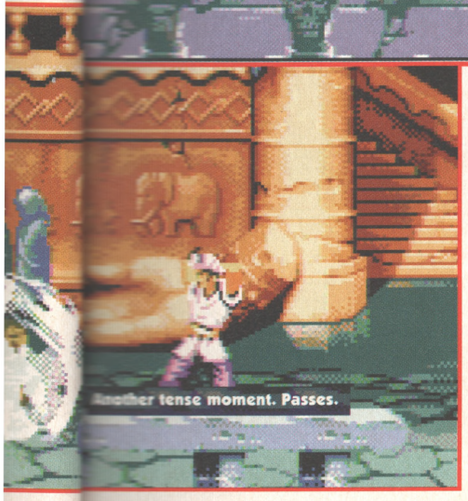




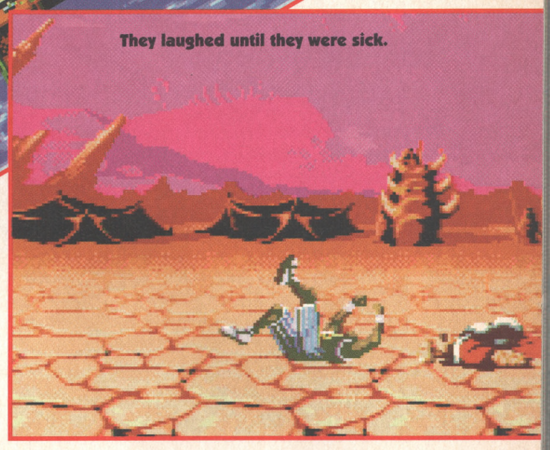








"I dislike *Mortal Kombat 2*, for example"



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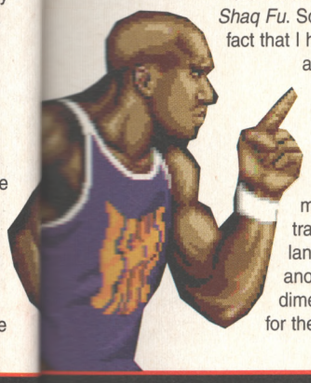
you in the right area doing the right thing at the right time. It all works though. Just. Sort of.



There's a comical plot to *Shaq Fu*. So comical in fact that I have reserved a special place in the review to explain it. Essentially, it's you versus everyone you meet as you travel across a landscape in another dimension looking for the exit, but at least you can choose who you want to fight. There are three sections to the map, with about five or six locations and fighters in each. You can visit the locations in any order you like, and once you've completed them all a magical bridge appears to take you to the next section. A good idea, methinks – it breaks up the monotony of fighting the same character until you beat him, and also gives you a feeling of (slightly) controlling what's going on. If you can't be bothered with all this though, there's the usual two-player mode and a tournament option for three to eight people. And that's the information out of the way.

I SAID NO

In the fine tradition of the mighty beings of AMIGA POWER, I don't really enjoy beat-'em-ups unless they're a bit special. I dislike *Mortal Kombat 2*, for example, because of the tedium of getting the moves working, and enjoy *Virtua Fighter* because of its accessibility. I didn't enjoy *Street Fighter 2*, for instance, because of the tedium of getting the moves working, and liked *Shadow Fighter* because of its accessibility. There's a pattern developing here. *Shaq Fu* has a few good features to it, but the 'feel' and the way it handles combos (the lifeblood of a decent fighting game as far as I'm concerned) are nothing short of shameful.

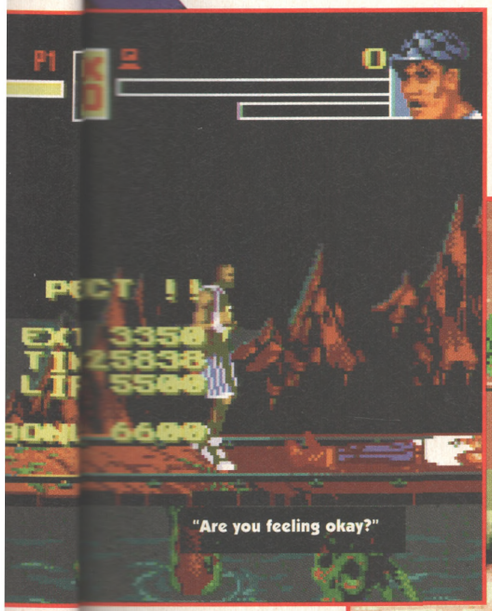
The basic moves all work as they should do, and thankfully the special moves are straightforward enough to execute, but when you try to throw them all together into a cohesive attacking combination, it all goes horribly wrong. Let's say you want to punch someone and then move back so you can jump in with your special move. Although you can do all these things separately, trying to combine them means everything apart from the initial punch will fail. Even your fastest move (the back flip) can't move you back quickly enough, and the distance you jump is way too long in relation to the characters. By the time you've got to the right place to pull off your special move, your opponent is either on the other side of the screen or has thoroughly beaten you up.

The keys to success in *Shaq Fu* are either to get in a few quick hits and then bide your time for the rest of the match, or to trap your opponent in the corner of the screen and, er, kick him in the head until he dies. So much for the foundation stone of beat-'em-ups: that YOU SHOULDN'T BE ABLE TO BEAT EVERYBODY WITH ONE MOVE. Nngh.

'TIS DONE

With *Shaq Fu*, it's the old story of playing on automatic just to see what happens next. (In this case, what absurd thing the next character will say as he lies crumpled on the floor.) I don't wish to keep harping on about a particular game, but you'd be barking mad even to consider buying this when *Shadow Fighter* is on the shelves.

● *PAUL MELLERICK*



UPPERS Choosing your next opponent in the story mode is a good idea. The accessibility of the moves (special ones included) means it's easy to get started with.

DOWNERS But there's something seriously wrong with the reaction time and judgment of the whole game engine that causes everything to go horribly wrong once you start actually fighting anyone.

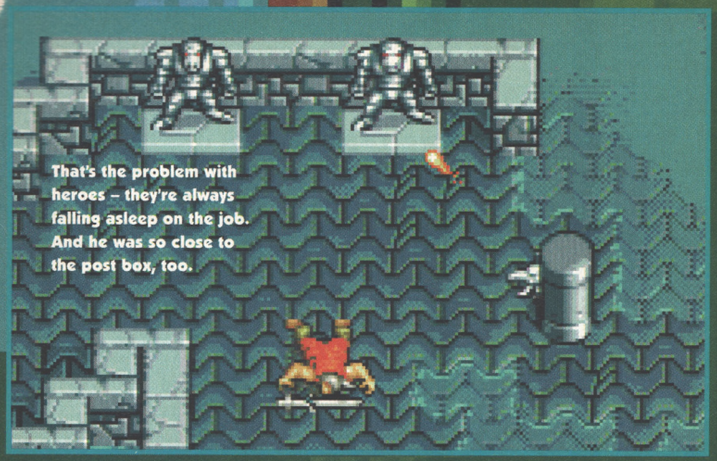
THE BOTTOM LINE

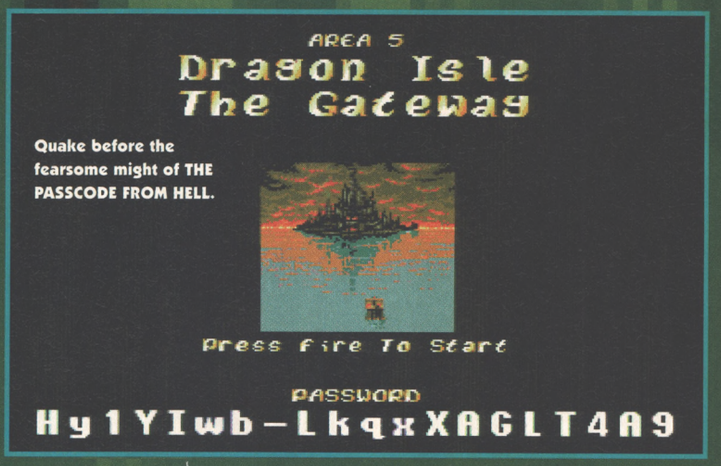
A very flawed game engine and too-small, if impressive, graphics, spoil what might have been a decent little beat-'em-up.

53 PERCENT

THE BOTTOM LINE

A1200 Is there any difference? Not one jot (except of course it runs a bit faster). C'est la vie.





Runs on: A500, A600, A1200
Publisher: Core
Authors: Barry Irvine, Mark Jones, Simon Phipps
Price: £30
Release: Out now

Time's a fairly abstract concept in Magazine Land, you know. For instance, even though this is the February issue, it comes out in the middle of January, and I'm actually writing this a few days before Christmas, this game being the last thing I've got to do on this issue before heading home to Wigan. And it being Christmas, I've decided to devote a little peace and goodwill to my treatment of this game. Believe me, it needs it.

Be left in no doubt though, even though I'm going to try and be fair and impartial and all that, I hate this game totally. I'm playing it in the last week before a big holiday, when I should be playing *Gravity Force 2* or our *Skidmarks 2* coverdisk demo and having a good time, but in fact am shouting at the screen, throwing my joypad at the floor and calling it a *("Melon fudding, chicken socket fridge" – Ed)* of a game, while the menopausal lady who periodically sanitizes our telephones looks on in shocked silence.

It's a time of peace and goodwill though, so nice things first.

The game does indeed recognise a second disk drive, and is handily arranged on the disk to cut down accessing. The game's split up into different locations, and you only have to change disks when you move from one location to the other, rather than fiddling around mid-level. That's good.

There's no tedious 18 page novella to plough through, or stupid animated opening sequence to explain the tired, worn out old fantasy setting. Instead of all that tosh, there's the slightly cryptic message 'torn from limbo' and then bam, that's it, you're in the game as either a scantily clad butch female warrior or a completely dressed and slightly less butch male equivalent. That's good too.

CAMEMBERT

The game looks a lot like *The Chaos Engine*, with the same forced-perspective almost-but-not-quite-looking-directly-down view that means you can walk behind objects and be obscured only slightly. It works well, and combined with objects casting shadows, gives a real depth to the playing area. What with this and the graphics changing every so often as you progress through forests, villages, mountains and various temples, there's plenty of varied and nice graphics to look at. This is also good.

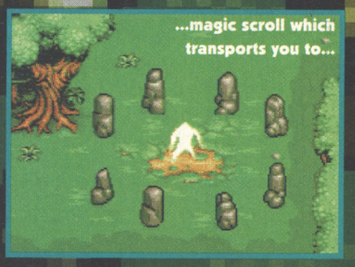
Even with all the peace and goodwill on Earth, that's pretty much it for nice things to say about *Dragonstone*, so we'll move neatly on to bland, middle-of-the-road aspects of the game. Such as the setting, for instance. Now, regular readers of AMIGA POWER, and Kangaroo Court in particular, will know that we're no great fans of settings that include elves, pixies and goblins, and *Dragonstone*'s got more taverns, beards, rogues, Raxinfraxins and Saxinraxins than most. How hard can it be to set an adventure game in an alternate past where the Roman Empire never fell, or where the petrol engine was developed during the Dark Ages? Not hard at all, so why this repetition of a world invented by JRR Tolkien to entertain his trench-bound son during WW1? If you like this kind of thoughtless mush, then take heart that since this is the season of peace and goodwill, I've not penalised the game for being set in a whole world of clichés. But be aware that you're a very unpromising individual.

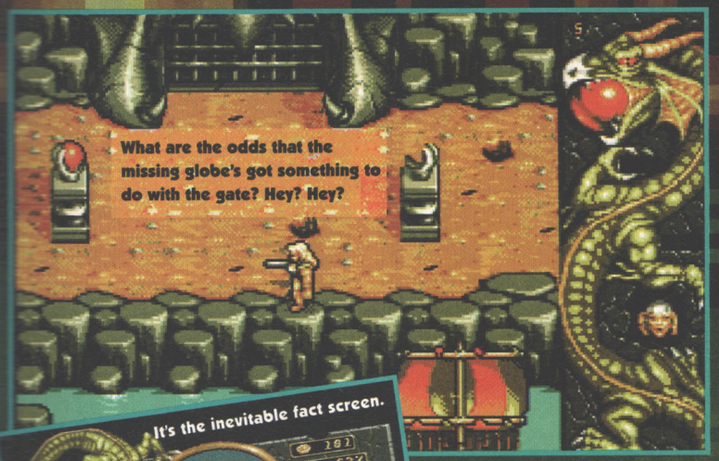
Bad things next:

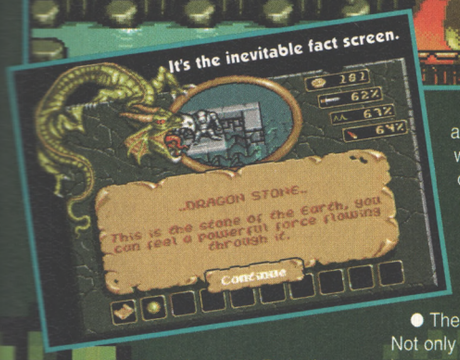
- The combat system sucks. You face your enemy and have to swipe the sword at exactly the right moment so the baddie walks into your swipe. A few hits like this and they're toast. However, mistime the swipe, and the baddie closes on you, jostles you and injures you. To stop being hit, you need to run away to get some space and repeat the process, but if you're backed up against a wall, hedge or another baddie, you'll keep on getting jostled, hit and damaged. Sure, there's a psychic missile attack, but you have to stand still for five seconds while it charges up, and can't move

A great darkness has once more descended upon the land. Wake us at 8am.

DRAGONS







until you've released it. Pathetic.

● Further compounding the agony of combat, baddies constantly regenerated in all the levels I played, meaning that after wading through a pack of bad boys and taking the arbitrary damage that this involved, I had to do the same again on the way back. Terrible.

● After searching all the visible areas fruitlessly for hours, I discovered a secret room accidentally, and was horrified to learn that they're an integral part of the game. Aaarghh! I've already witnessed the tedium-filled horror of having to search something like 60 floor tiles in *Valhalla And The Lord Of Infinity* to find out which one the scroll's under, and now I've had to push my character along all of the edges of the maze until he walked through the hidden doorways. This isn't entertaining, or clever, or taxing. It's a heap of clapped-out, rusty old offal.

● Talks with wizards. Exchanging herbs for scrolls and blokes gasping out half messages with their dying breaths. Yawn.

● Bugs. I've been playing a boxed copy and it'll consistently crash out when I try and examine a certain object in a certain location. Also, I can find my way into (but not out of) a secret room beneath the foliage that I can't get out of and that kills me slowly while I'm in it. That can't be right.

● There's a password system from hell. Not only is each password 20 characters long, not only are there numbers, capital letters AND lower case (causing immense frustration when it comes to the difference between 0, O and o) characters, but to add to all the frustration, YOU CAN'T USE THE KEYBOARD! Incredibly, you've got to twiddle the cursor round the screen rather than simply just typing it in. Unbelievable.

● You encounter a broken bridge with a two foot gap in it, but you can't jump over. A mushroom blocks your path and you can't go round. Tiny streams and clumps of grass block your path, even though a real person could clearly step over or go round, and buildings are much bigger inside than out. What's the point of having a realistic-looking setting if you're confined to the route chosen by the programmer and enforced by on-screen obstacles that a two year old could navigate?

WINE STAIN

Oh sure, there's loads of it, but so what? I've only played through the first three levels and half-heartedly used level codes to get pictures of some of the others, as nothing in the first third of the game encouraged me to play on or explore further as it's entirely devoid of atmosphere, interest or appeal.

So do I want a dull sub-*Zelda*-esque arcade RPG with niggly problems, a dot-to-dot plot and terrible combat system? No thanks.

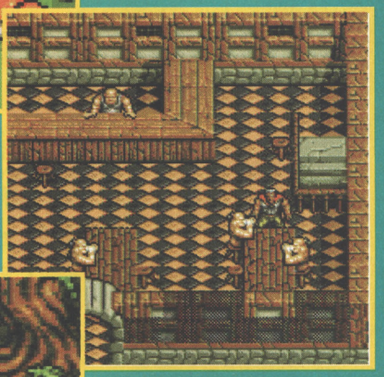
● *CAM WINSTANLEY*

OOOOH – THAT'S ANNOYING

If there's one thing guaranteed to really annoy you while you're playing an adventure game, it's being told that you can't do something even though you clearly should be able to do it. You want examples? *Dragonstone* has plenty.

I CANNOT PASS.
A few small mushrooms block your path, and you can't hop over them or simply step through that gap to the left of them. Humph.

I CANNOT COMMUNICATE.
The barman's chatty, but if you try to talk to the drinkers, you're told 'There is nothing here.' But there is. Bah.



I CANNOT ENTER.
For a game that depends on secret rooms whose entrances are completely hidden, there's an awful lot of bits that look like paths, but are in fact completely impassable.

Also, how come a stream no more than two feet across blocks the path pf our hero?

ISTONE

UPPERS Looks a bit like *The Chaos Engine*, good disk management and simple puzzles – perfect for a little brother or cousin perhaps?

DOWNERS Read the last half of the review.

THE BOTTOM LINE

Failing both as an arcade romp due to the crap combat, and as an adventure game due to the annoying hidden bits and over-simple puzzles, *Dragonstone*'s got little or nothing going for it. Even some kind of interesting or unusual setting wouldn't have saved this one from being incredibly tedious and mundane. It's a true take-it-or-leave-it game. Hence a score of...

49 PERCENT

THE BOTTOM LIN

A1200 The same. ZZZZZZzzz.

DREAM WEB

Like this insubstantial pageant faded, leave not a rack behind. We are such stuff as dreams are made on, and our little life is rounded with a sleep. It says here.

Runs on: A500, A600, A1200
Publisher: Empire
Authors: Creative Reality (code by Neil Dodwell, graphics by David Dew)
Price: £35
Release: Out now

This is what I was thinking while playing *Dream web*.

"Of course. They're the chaps who did *The Fury*, *Nemesis the Warlock* and everyone's favourite illiterate adventure *Sláine*." (That's me suddenly remembering who Creative Reality are.)

"Oh dear." (That's me realising the inexplicable pauses when the game locks up but the cursor is still movable before everything unpredictably snaps back to life are going to continue to happen about every 15 seconds throughout every session I play. Perhaps it is 'decrunching data', or something. It can't be loading from disk I know, because then it helpfully turns your cursor into a disk.)

"Oh dear." (That's me realising this is one of those point-and-click adventures that, far from having the courtesy to tell me which objects in the picture are of value when I point to them, is in fact going to regale me with an excitingly lengthy text description of every single object, supporting character and piece of scenery in the game universe and then put a 'use' option in the top-right of the screen. It's only when I click on this option that the game admits if the object (or whatever) is of any use or whether it has been put there solely to 'enhance the atmosphere'. And not, for example, for the purpose of intensely annoying me because I'm now forced laboriously to check everything (and that is, of course, *everything*) so as to be sure not to miss that vital object or giveaway clue.)

"Oh dear." (That's me realising that this is one of those point-and-click adventures that demands pixel-perfect cursor control. Curiously, the programmers have clearly realised the folly of this because there's an invaluable option to have a window display a blocky close-up of my immediate surroundings. They have, however, declined the opportunity of realisation to, say, repair the damage by redrawing the graphics or throwing away at least some of the near totally pointless clutter in every screen.)

"Oh dear." (That's me discovering that after trying to use my in-game computer by clicking on the keyboard and reading the excitingly lengthy description only to discover it's useless, clicking on the mouse and reading the excitingly lengthy description only to discover it's useless, accidentally clicking on the mouse mat while trying to click on a disk but reading the excitingly lengthy description anyway only to discover it's useless, and clicking on the monitor and reading the excitingly lengthy description only to discover it's my virtual girlfriend's in-game computer and I shouldn't be messing with her stuff, that I'm supposed to use my in-game computer when I find it by clicking on its monitor screen.)

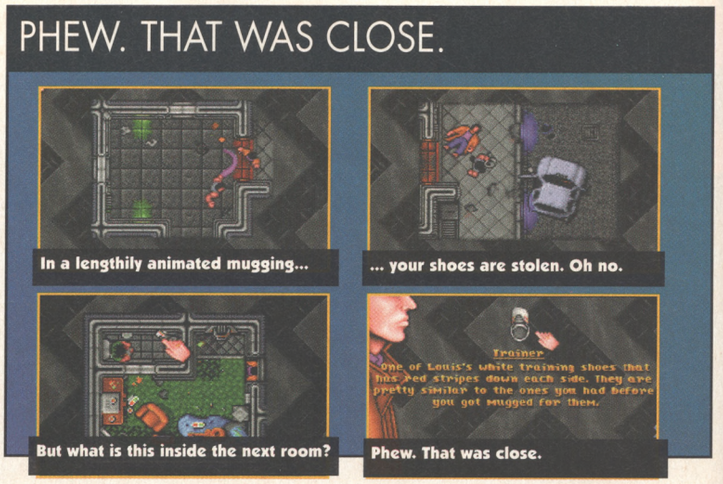
"Oh dear." (That's me realising that whenever I click on something, the game arbitrarily decides I'm standing too far away to see it properly and so I have to confirm I want to go over to it (which may involve my character walking round in an unnecessary circle) before I get the option to examine it.)

"Oh dear." (That's me realising I've not yet left the first location.)

COBWEB

"Oh dear." (That's me later that morning, having gone to my character's flat. Upon leaving my virtual girlfriend's house, my character mused, "I can't help feeling I've forgotten something." This turned out to be the mystical key hidden in her microwave cooker. At my character's flat, I'd used his in-game computer to discover he'd been fired from his job at a bar. I'd instantly travelled to the bar ready for a jolly good argument, only to find this is one of those point-and-click adventures where, instead of getting multiple-choice questions and answers, I merely click on someone and the game conducts the whole of an embarrassingly banal, badly-written conversation on my behalf.)

"Oh dear." (That's me realising I'm



Thank goodness for that force field crystal it specified I take, eh?

OF COURSE.

How to get in to the guarded studio?

Hello, that's an interesting ledge.

Of course.

carrying too many objects and will have to drop some. I do so only to discover the game places everything I've specified in a single heap on the floor, so if I've inadvertently discarded something important I'm going to have to pick it all back up again later. Except I can't, because I'm carrying too much. So I shall have to crawl the cursor about the heap pixel by pixel, patiently waiting for the 15 second catatonics to pass, until the game has decided I'm pointing to a bit of the object I require. Fortunately, since this is only an 'adult' adventure starring the dregs of society even the dregs of society shun as dregs and featuring graphical violence and murder aplenty, I can rest assured that the pile of objects will never be stolen.)

"Oh dear." (That's me cottoning on to the artificial size of the game. To separate the interesting bits and so make it appear larger and more complex than it is, each set of locations to which I can travel via the main map requires me to walk stoically through irrelevant streets and hotel lobbies, using lifts that only go to one floor and passing locked rooms whose inhabitants never answer the doorbell, before reaching my intended destination.)

"Oh dear." (That's me being told trying to 'use' the suspiciously loose lift control panel isn't going to work. Apparently I'd be well advised to 'use' something sharp here. Phew. I'd been careful to pick up that excitingly lengthily described knife from my virtual girlfriend's kitchen for just such an occasion. Now I've exposed some wiring. Now I've had to 'use' the knife again with a separate 'use' command to cut the wires. It appears the lift is now safe to climb on top of. Lucky I didn't fall for the old ignoring exposed wiring trick, eh?)

"Cripes." (That's me being shot by a guard when I 'use'd a fire axe to break through the doors of the floor above.)

"Oh dear." (That's me having reloaded my saved position and attempting to drop my axe to show the guard I mean no harm. The screen now shows my axe lying on the floor next to me holding my axe. I recall a similarly shoddy bug from earlier on, when after seeing a crime boss and buying a gun, I return to the building to be told the crime boss is impatiently waiting for me. I get shot again.)

"Criminy." (That's me having 'use'd the axe, unexpectedly swinging it at the man beside me I'd assumed was the fellow I'd been chasing around the city but who in fact turns out to be another guard. This throws the aim of the man with the gun, and I'm able to shoot him. I reflect on the ingenuity of this scene. From bursting through the doors to the man firing at me, I've been given a few seconds to call up my inventory and make a plan. It's a real-time action sequence in a point-and-click adventure – THAT WORKS! I am pleased.)

CAPTAIN WEBB

"Oh dear." (That's me in the next part of the game. I'd found the man I was chasing and killed him, only to be dragged to a place where someone explained the plot of the game. Since the point of the first part is that you are wandering around in bewilderment, convinced you are going mad, only a cockroach would spoil things by revealing what is really going on. In the next part of the game I am to kill another man. But where is this next victim? There appear to be no new locations on the map. But wait. I go to my character's flat and use his in-game computer to read an embarrassingly banal and badly-written news report that mentions the victim is to appear at a television station, reminding my character that he knows where the station is. It is now visible on the map, replacing the locations used in the last section. Still. It's not as if they're needed to, for example, create a cohesive, rounded 'feel' to the game rather than reducing it to a series of aloof sections with everything you need to solve them contained within. Or anything.)

"Oh dear." (That's me in the studio after cunningly gaining entrance by shooting the security guard. I am upon a high gantry above the set from where my enemy is broadcasting. A fused winch supporting a gigantic crate points to my method of dispatching him. But after having just shot a harmless old fellow, I decide instead to fire at my enemy from above. But the game decides I had better not use my pistol at the moment, even though nobody has shown the slightest interest in my blasting down the elderly security guard.)

"Oh dear." (That's me realising that instead of bypassing the blown fuse with, say, an identically-sized piece of metal, a wire exposed at both ends, a knife, a screwdriver or (rather cleverly I thought) a chewing gum wrapper excitingly described at length as being tin foil, I'm meant to examine a brochure to discover a security pass and use this to enter a storeroom containing a single brand-new fuse.)

"Oh dear." (That's me realising that I'm halfway through the game and the puzzles are indeed going to remain at the same level of failed-text-adventure feebleness. The games stops for its irregular rest break. I throw myself wearily at the guns of some guards.)

Enough.

● *JONATHAN NASH*

UPPERS The way the handwriting in the accompanying diary regresses to a childish scrawl is effectively creepy. The plot turns out to be satisfyingly odd as well. The action scenes are surprisingly well done. It's hard drive-installable. A1200

DOWNERS Risible puzzles. Hootingly badly-written text. Cringingly eager scenes of explicit sex and violence. No, really. Irrelevant objects, locations and sequences that are there solely to show off the graphics. (I'm suspicious that it's the graphics that came first, and the game later.) Dismal controls. Inexplicable pauses every 15 seconds or so on the hard drive version. Fearsomely dull.

THE BOTTOM LINE

A phenomenally punishing game whose only saving grace is the initial mystery of your predicament.

24 PERCENT

THE BOTTOM LINE

A500 Less colours on the graphics, but, apparently, the sound shall remain the same. And they won't even have to cut back on the game itself. What good news.

POINTS OF VIEW

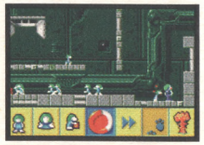
Calculate the divergence of opinion in AP with these diagrams of knowledge. AS WE HAVE DECREED.

SHADOW FIGHTER

MORTAL KOMBAT 2

KICK OFF 3

THE LION KING



ALL-NEW WORLD OF LEMMINGS

SHAQ FU

DRAGONSTONE

DREAM WEB

	SHADOW FIGHTER	MORTAL KOMBAT 2	KICK OFF 3	THE LION KING	ALL-NEW WORLD OF LEMMINGS	SHAQ FU	DRAGONSTONE	DREAM WEB
JONATHAN DAVIES	Incredibly good ★★★★★	No fun ★★★	Haven't played it	Not interesting ★★	Makes me swear ★★	Odd ★★★	Desperately dull ★★	Okay ★★★
CAMERON WINSTANLEY	A mighty oak ★★★★★	A weedy sapling ★★★	Haven't played it	A dull pine tree ★★	Haven't played it	A weeping willow ★★	A rhododendron bush ★★	Monkey-puzzle tree ★★
STEVE FARAGHER	My Dad's Manx ★★★★★	*Vorpal Wombat*, more like ★★★	Haven't had time	As bad as Stargate ★	I hate lemons ★	Pardon? ★★★	Someone's turned off my hearing aid ★★	HELP!
JONATHAN NASH	It's a beat-'em-up that is good ★★★★★	Exactly ★★	Exactly one third lenient ★★	Shameful ★	Buy *Lems 2* ★★	Buy *Shadow Fighter* ★	Haven't played it	Buy Animaniacs on video ★
PAUL MELLERICK	It's no *Virtua Fighter* ★★★★	It's no *Virtua Fighter* ★★	It's no *FIFA* 3DO ★★	It's Mega Drive *Lion King* ★★★	Still great ★★★★★	*Shaq Poo*, more like!!! ★	It's no *Zelda* ★★	Haven't played it
STEVE THE PUBLISHER	Well that's it then – I'm off ★★★★★	... ★★★★★	Goodbye then ★★★★★	... ★★★★★	Erm, seeya! ★★★★★	... ★★★★★	... ★★★★★	*(Slam)*

ON SALE 16TH FEBRUARY

NEXT MONTH

MORE OF THE SAME. BUT EVEN MIGHTIER.

A deadline of Christmas Eve could not prevent us from completing this issue. And next month we shall once again sacrifice our leisure hours to DISSEMINATE ESSENTIAL INFORMATION. Expect extraordinarily mighty reviews of *TFX* and *Skidmarks 2*. AMONG OTHER SPECIAL THINGS.

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- ☐ MANCHU FENDERS
- ☐ BOMBER 2000
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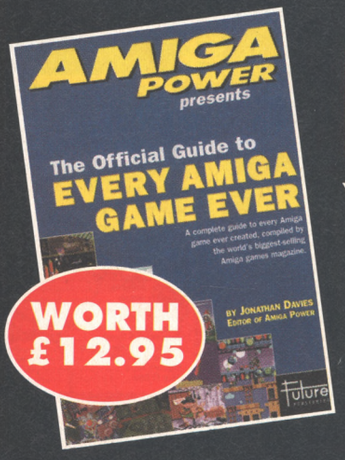

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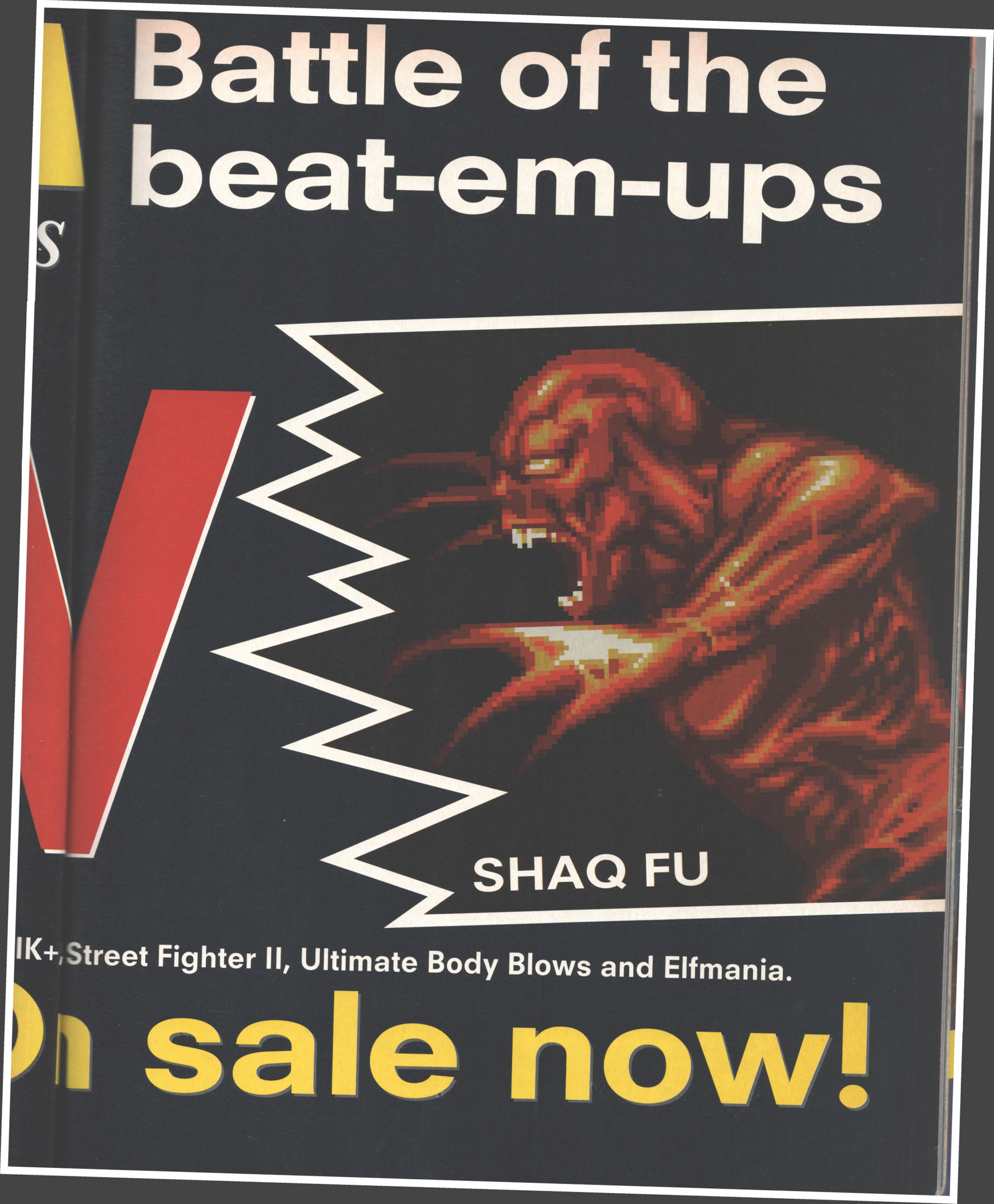

IK+, Street Fighter II, Ultimate Body Blows and Elfmania.

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COMPLETE CONTROL

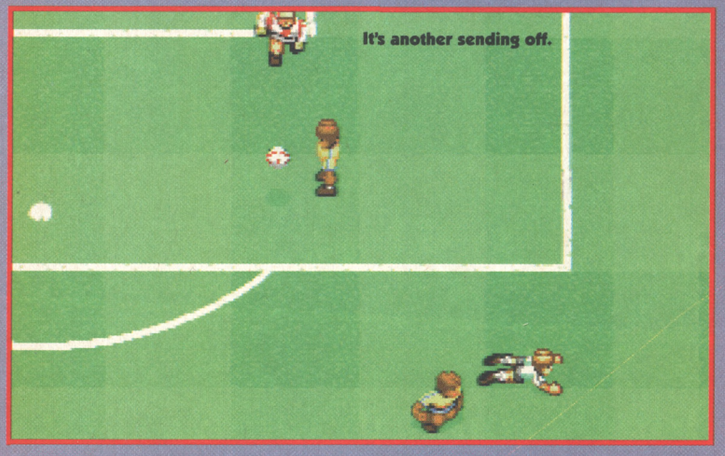
If we were to say that Complete Control aren't the pages you'll be wanting to check out to see what's hot Amiga tip-wise, starting here with some naughty-but-nice small tips, continued over the page with a great *Jungle Strike* guide and then part 2 of Cam's *Cannon Fodder 2* tips, and coming to a climax with the most helpful helpline this side of Clare Raynor, then we'd be fibbing most heinously. *(Eh? – Ed)*

EMPIRE SOCCER

(Empire)

Here's a handy tip, with no amusing intro at all, for *Empire Soccer* which makes beating the computer a far easier task, as sent in by Stephen White of Tyne and Weir.

Select the ten minute game (plenty of time to hammer the opposition) and hold down the Fire button at all times – so even when your player gets the ball, cease running but keep the Fire button pressed. The opposition will immediately slide tackle you, but almost always their actions will be branded a foul and they will be given the yellow (and eventually even the red) card (and sent off). Continue this therefore until only three opposing team members, the goalie and two field men, remain (you'll be lucky to get any more sent off). You can now run rings around them as you should still have your full quota of eleven players. And if you can't win now, then you've been hanging around with Steve McGill for too long.



BANSHEE

(Core)

We all know the A1200 cheat from last issue, of course (Enter your name as 'I AM EXQUISITELY EVIL' or 'FLEV17' into the highscore table for Gore mode and level skip with the F keys respectively.), but here are the ones for the CD32 version.

Enter your name as 'MARY WHITEHOUSE' on the high score table for 'kill the polar bear' mode, or enter it as 'KANNIJADE KREW' to become invincible, and level skip with the two buttons on the top of the joypad. Cor.

THEME PARK

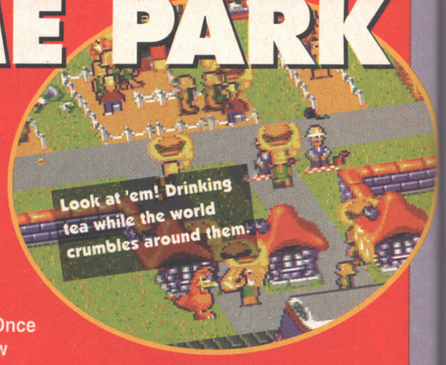
(Bullfrog)

A multitude of cheats? You betcha. An introduction with even a molecule of innovation? You'd be lucky.

Insert disk three to load without the intro sequence, advises Michael Filby of Bedfordshire, and as the screen goes blank press C a few times. Once the game has loaded, select a new game, then when you get to the map screen you should notice that your player's name has changed to 'It's You, Buddy'. Now when the game starts, you will have a tidy sum of cash in your bank account, eliminating the need for annoying loans with the irritating credit payments.

You could also try calling your park 'FLIGHT SIM', as Fergus Reid of Glasgow did on his AGA version. And if Fergus is to be believed in anyway, you will now start the game with 200K instead of the usual130K.

Or you could enter your name as Demo for a ready made park. Or Position a bouncy castle anywhere in the park (positioning the entrance and exit anywhere you fancy), pause the game until you notice the writing above the entrance speeding up, and type L, (pause), I, (pause), V, (pause), E, (pause), C, (pause), A, (pause), S, (pause), H, (pause), P and P. You should now get a new shop and ride every year. Just like Glen Braley of Poole claims to have done.



And don't forget that to get the biggest, fastest, longest, highest, and bestest rollercoaster without having to pay for it, place your roller coaster doorway where you want it, build the smallest loop you can around it using the least number of sections possible, open it up but close it down straight away (to only be charged for the tiny ride), and remove the tiny loop and build your 'coaster to your heart's content without having to send another penny, just as James Binns told you to do in issue 45.

14 PAGES OF INVALUABLE PLAYING TIPS START HERE

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Theme Park 56

(That's enough tips. – Ed)

ELFMANIA

(Renegade)
Completely great, or a bit cack? It depends who you believe, because *Elfmania* was one of those games that, in spite of the fact that virtually every other magazine on the shelves from *("Currant Bun" – Ed)* to Good Housekeeping (all right, maybe not quite that far) reckoned *Elfmania* to be completely great, we reckoned it was a bit cack. Some said we were wrong, some said we were just being our usual cynical selves, and someone even said "in that case, I'm not paying for the pizzas," but admittedly that was about something completely different. Still that hasn't stopped Steven 'Prize Winner' Hyde of Nottingham sending in a tactical guide for us all to share.

GAMING TACTICS

PRACTICE – A good way to practice is to start a two player game and practice against a static opponent. This obviously won't help you much in learning attack patterns, but should get you co-ordinated with the controls.
THE MAP – The easiest way to do this is to go around bashing all of the weedy characters (that is to say Taike, Tenko and Janika) until you get enough money to buy Seven or Kosken, then link the wins together by beating the rest.

THE CHARACTERS

JANIKA
Long range kicks, good special weapons, but weak and short punches.
PLAYING AS – The head-butt is particularly useful for dodging weapons and punches. A good method of beating opponents is to kick them in the face and quickly activate the special move.
PLAYING AGAINST – Keep your distance. Kicks from anyone are effective, along with Seven's sword, Matiki's axe or Kosken's punches.
SPECIAL MOVE – Hold down Fire and press Away.

TENKO
Long limbs mean good kicking and punching range. Weak though.
PLAYING AS – His long reach is his number one feature, so keep moving, kicking, punching and ducking whenever appropriate.
PLAYING AGAINST – Don't stop moving and kicking, but be ready to avoid his special move.
SPECIAL MOVE – Hold down Fire and press Away.

TAIKE
Fast, effective special move, long range kicks, but weak.
PLAYING AS – He's got a speedy recovery, so you'll be wanting to get in close and bash and kick as fast as possible.
PLAYING AGAINST – He zips about like a total madman, so prepare yourself for his lightning-fast tactics.
SPECIAL MOVE – Hold down Fire and press Away.

SEVEN
Good points with this fellow include his long range sword, special weapon, and speed.
PLAYING AS – The Ken of the Elf Mania world, Seven is the best all-rounder, fast, and a dab hand with the old sword.
PLAYING AGAINST – Very hard to beat, because of his pokey-pokey sword, so the best tactic to adopt is to one of jumping around madly all over the place.
SPECIAL MOVE – Hold down Fire and press diagonally Up Away.

KOSKEN
Slow and dumpy, but powerful and hard to injure.
PLAYING AS – With the exception of Matiki, just punch your opponent in the face and go in for the attack.
PLAYING AGAINST – Again speed is the key, and he won't know what's hit him. Head butts are particularly useful for dodging his lethal slap.
SPECIAL MOVE – Hold down Fire and press diagonally Up Towards.

MATIKI – His axe is short range only, but otherwise he is a good all rounder.
PLAYING AS – Blaze away relentlessly with your axe when in close, kick when at a distance.
PLAYING AGAINST – He has an annoying tendency to chop your head off, but the smack in the teeth/special move routine can prove quite a boon.
SPECIAL MOVE – Hold down Fire and press diagonally Up Towards.

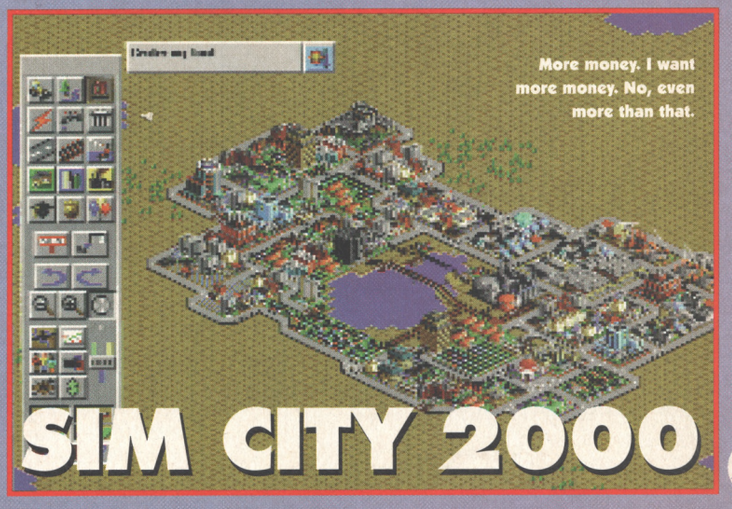
DON'T FORGET

Two things. Firstly, please send all your tips to:
Complete Control, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW
And secondly, never agree to superglue your head to a railway line, not even for a bet.

K240

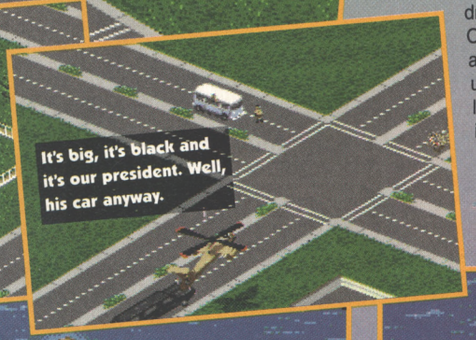
(Gremlin)
Well, it may be a bit old, yes, but Andrew Stoke of Newcastle-Upon-Tyne has come across a secret alien to play against which you may not know about. Of course, you might. But we were kind of hoping for the sakes of this page that you wouldn't. Anyway, on the disk operations screen, select to play a loaded game, but when you are asked to insert your game save disk, leave in disk two and click the left hand mouse button. When the saved game list now appears, click on slot one (title Babylon 5), and you'll get the extra hard opponent we promised.

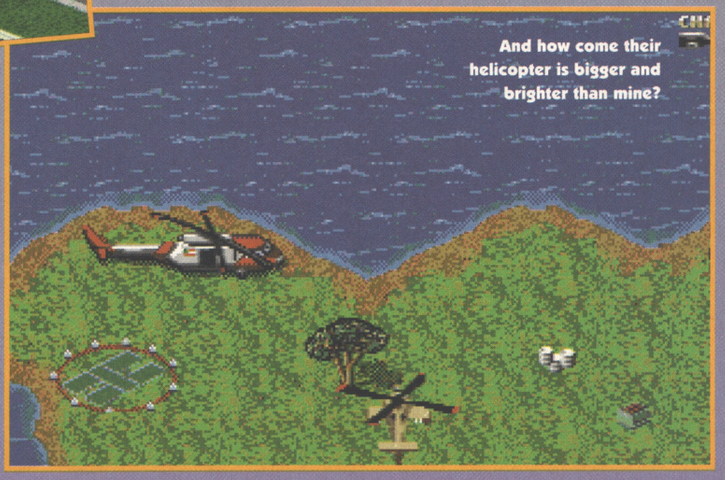
(Maxis)
Fans of the original game ought to be familiar with Glenn Braley of Poole's way of thinking here. Start a new game, any year on Hard level, type 'FUND' (in capitals) until your cash is at $60,000 (replying 'YES' to all queries), then nip into the budget menu, into bond repayments, click on 'REPAY BOND' and say 'YES' to 'repay bond at 3%'. You should now get $50,000 every year.



JUNGLE

Previously unmentioned sons of villains killed at the end of the previous game giving you trouble? Let Paul Mellerick apply the SOOTHING BALM OF RIGHTEOUS VENGEANCE.





Four different vehicles, nine different campaigns, at least fifty missions – THE LIST IS ENDLESS. And unless you know someone who's been through the game time and again you're going to have lots of problems with *Jungle Strike.* I have been through the game time and again, and shall be your mighty guide to success and glory.

CAMPAIGN 1: WASHINGTON DC PASSWORD: 00000000000

Washington DC is under attack, and the president's life is in danger. You must save both for the fun of it. You're going to do a lot of flying around the city, so take a note of where the fuel drums are and keep one eye on the fuel gauge – you don't want to be too far away from a fuel drum when you need it most. One of the petrol stations hides a useful armour crate, so blow up the stations after you've looted their fuel. This introductory campaign gets you used to the feel of the helicopter, but it's still capable of causing the unwary a few minor problems.

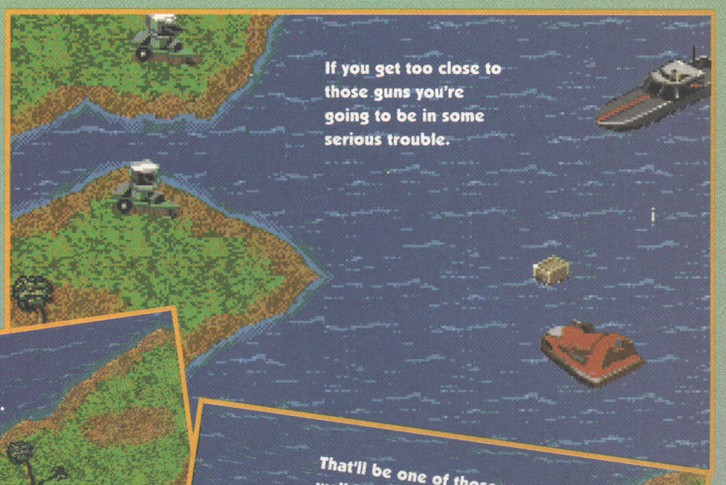
Mission 1: Protect the Monuments
Start with the monument directly above the launch pad and use a Hellfire and three Hydra missiles to get rid of each HARV. The unit to the west of the monument conceals an armour crate. Now rush to the other two monuments before they are destroyed.

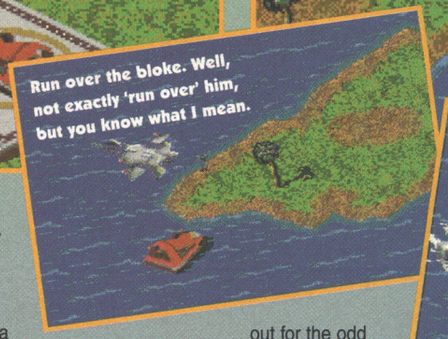
Mission 2: Terrorist HQs
Typically, these terrorists haven't planned ahead, so you've only got to worry about soldiers with AK47s and the odd twin-gun which won't give you too much trouble. Use your chain-gun to take out the AK47s and Hydras to blow up the twin-guns. You need to destroy three HQs to complete the mission, but collect all four commanders and you'll get a bonus.

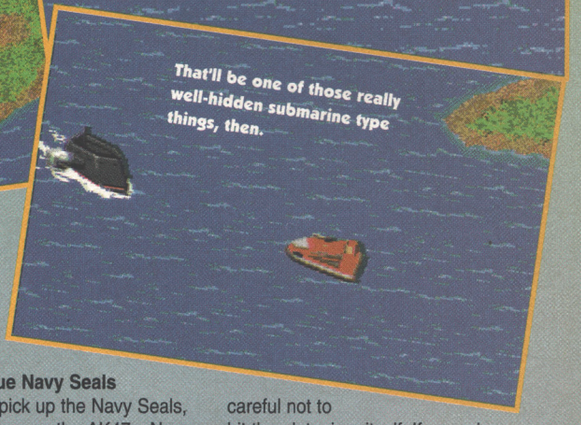
Mission 3: Car Bombs
Watch out for the station wagons (the car bombs) because they are very fast and will also fire at you as you try to shoot them. You haven't got a lot time to destroy them once you've found them, so get in close, and let fly with a few Hydras to get rid of them as quickly as possible.

Mission 4: Agent Akbar
Not so much of a problem this mission. Just locate the house and circle around it, firing your chain-gun to take out the AK47s. You can shoot the police cars if

STRIKE







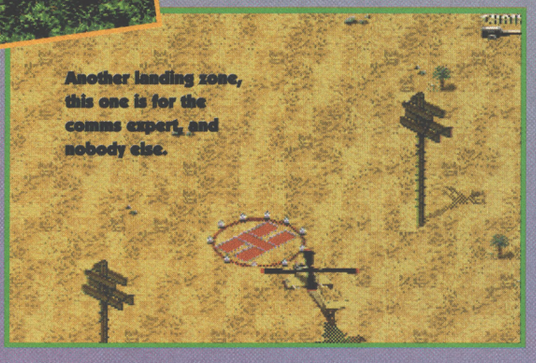
you like, but you'll lose points for it. Shoot the front of the house when everything is clear, and then pick up the man who runs out to uncover some useful information.

Mission 5: Motorcade
Neither rain nor sleet nor terrorists with bazookas can dissuade the president from driving around in a big car. The fool. Before beginning the mission, make sure you're loaded up with fuel, ammo and armour. Now go to the bottom left-hand corner of the map to intercept the motorcade, and fly slightly ahead of it, destroying the buses and AK47s you come across. Easy, really.

Mission 6: Enemy Sniper
As you escort the motorcade past a building you might see a bloke running out. This is the enemy sniper. Eliminate him. And that's the first campaign over with.

CAMPAIGN 2: SUB ATTACK PASSWORD: RL6PDY39SPM

Right. New vehicle on this level. It's a hovercraft, and it works in a slightly different way to the helicopter, being on the ground and everything. So take your time to master it. Also watch out for the odd extra life left behind when you blow up a gun boat.



Mission 1: Rescue Navy Seals
Fly to the east to pick up the Navy Seals, using your chain-gun on the AK47s. Now drop them next to their helicopter, so they can switch off the electric fence.

Mission 2: Electric Fence
Shoot the guards surrounding the electric fence island to prevent a nasty between-vehicle firefight, then land and steal the handy hovercraft.

Mission 3: Plutonium
The previously unmentioned son of the villain killed at the end of the first game is using boats to smuggle plutonium. Either shoot the boats from behind with Hydras, or mine the water in front of them. Be careful not to hit the plutonium itself. If you miss a boat, you've still got a chance to recover the plutonium as it's driven away in a lorry: use Hydras for this.

Mission 4: F-15 Pilot
Shoot the AK47s and rescue the drowning pilot who can then be used as a replacement wingman. Destroy the F-15 to prevent it from falling into enemy hands, so forcing them to go out and buy one on the international markets. Or something.

Mission 5: Nuclear Subs
Disable the subs with a mine placed directly in their path and fire Hydras at them until they blow up. Then stop.

CAMPAIGN 3: TRAINING GROUND PASSWORD: 9VMPK39W4HS

Back to the helicopter for this one.

Mission 1: Training Camp
Don't take on the first mission straight away, firstly fly down (or south, compass fans) and blast the car to

gain a speed winch. Hydra the gun towers in a precautionary manner, and then use the chain-gun to destroy the tents, so securing any power-ups beneath.

Mission 2: Landing Zone
Go to the clearing and retrieve the man. Examine the map to find the landing zone, and destroy the guard tower to prevent attacks as you drop off people later on.

Mission 3: Mobile Radar 1
A Sheridan tank is a Bad Thing. There are large numbers of them on this level, so use your chain-gun to destroy the radar units, saving your Hydras (and possibly Hellfires) to rout the tanks.

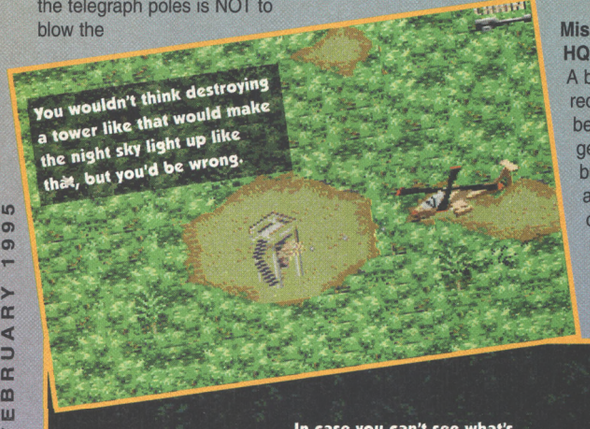
Mission 4: Communication Expert
There are plenty of huts to blow up, and although some of them do have people inside for you to rescue, use the map screen to suss out which particular one houses the communication expert. A useful tip when you've dropped him off at the telegraph poles is NOT to blow the poles up, because you'll ruin the mission and have to start all over again. Just like I did the first time around when I thought I was being clever. Oh, and as you fly out of the north-west corner of the area you'll see a tank. Destroy it for an extra life.

Mission 5: Tank Depot
Prioritise your responsive monitored contingencies, and destroy the active (moving) tanks before the dormant (stationary) ones. Make sure you drop off all the people you're carrying at the landing zone, then find some ammo and fuel before entering the depot. Completely obvious yes, but I tell you this anyway. And if you see anyone running out of the tank, be a love and pick him up. You might get some armour points out of it.

Mission 6: Mobile Radar 2
Exactly the same as it was on mission three. So do exactly the same as you did then. You need only destroy two units to complete this mission.

Mission 7: Training HQ
A bit of reconnaissance before you actually get down to the business of attacking things is in order on this mission. Plan your attack, then zoom in and demolish the huts, capture those commanders, collect those vital codes and then, as if by magic (© Paul Daniels) the nuclear reactor will appear on your map.

Mission 8: Nuclear Reactor
The reactor is, of course, supremely well-guarded. Destroy the towers, Gatling guns and tanks as you see fit, and then blow up the buildings. Keep blowing them up until you destroy the one with the nuclear box control thing in it.



CAMPAIGN 4: NIGHT STRIKE PASSWORD: XTHC9XTLMZF

Who turned out the lights?

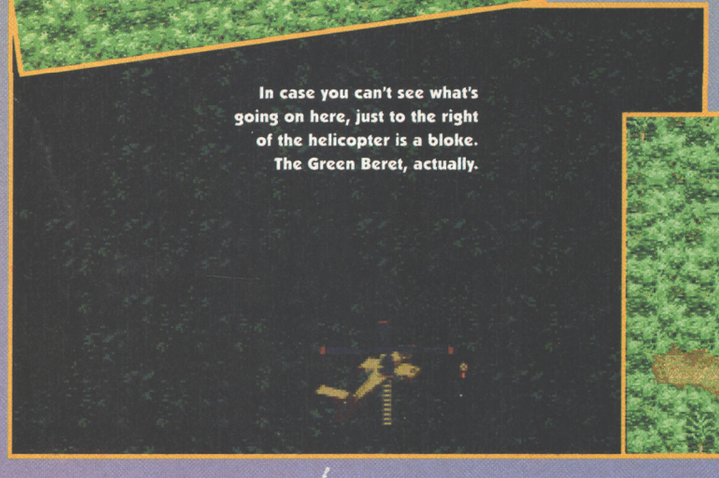
Mission 7: Weapons Commander
Up until now, in true *Strike* style you should have taken all the missions in the correct order. Well, now's the time to change all that and attempt mission seven before you start. Capture the commander and make him give you the location of all the fuel drums and ammo crates.

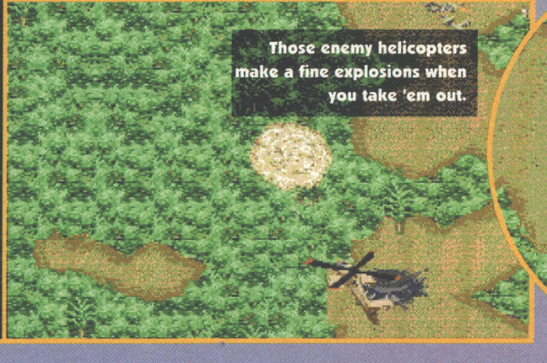
Mission 1: Watch Towers
Now you've got the location of the fuel and ammo, on with these missions. Unlike, for example, *Tower Assault,* you can't turn up the brightness on your monitor to make things clearer, but the flashes from your chain-gun light up the place adequately. The towers are arranged in a circle, so follow them around. Destroy the towers for a rewarding explosion, although you're only really required to pick off their gun crews.

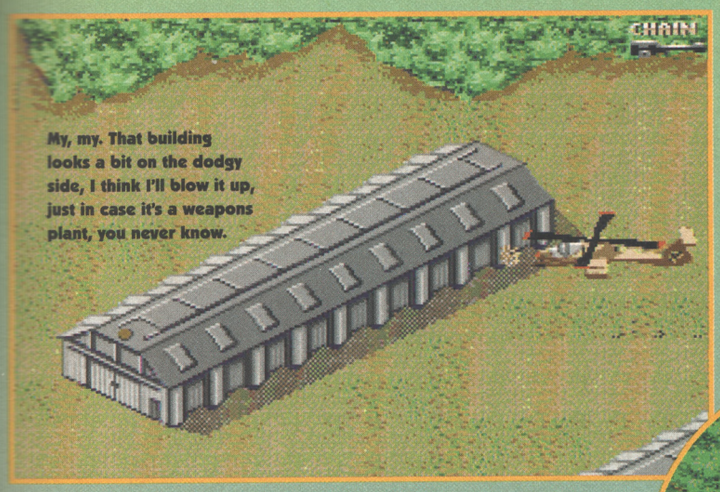
Mission 2: Green Beret
Examine map. Pick up green beret from appointed place. Go to village north of appointed place. Destroy ACAR with Hellfire rockets. Drop off green beret.

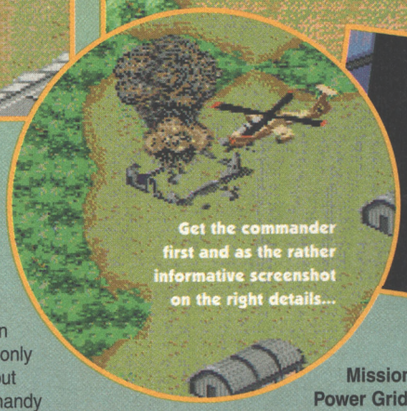
Mission 3: Helicopter Pads
The pads are guarded by helicopters (no, really) so take things slowly to give yourself plenty of time to dodge any air-to-air missiles. Destroy the helicopters with Hellfires and shoot up the pads with your chain-gun, looking out for hidden prizes.

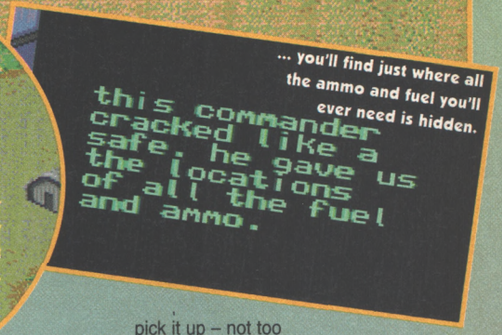
Mission 4 & 5: Scientists and POWs
Both the scientists and the POWs are held in the same area, so treat both missions as one. Just remember to shoot the guards next to the cells before you rocket them open, and watch out for the odd AK47 popping his ugly little head up from somewhere in the bushes.











Mission 6: Weapons Plant
The best way to attack the plant is from the top downwards. Concentrate on the ACARs first, and then destroy everything you see, whether it's moving or not. Oh, and you can see that the place is sort of split into two halves, yeah? Well, just north of the lower half (some would say in the middle), you'll find an extra life hidden under one of those pad things.

CAMPAIGN 5: SAN PULOSO CITY PASSWORD: VNGZKRV7SGG

Here's the second new vehicle – the Assault Cycle. It's big and it's heavy but it's got good weapons. There's a speed winch hidden in buildings by the hostages on mission one, and an extra life in the buildings north of the UN landing zone.

There's not much fuel or ammo on this level, so take care. There's some extra to be found under the buildings, so shoot all those you see.

Mission 1: UN. Rescue
Lots of hostages to rescue, 21 to be precise, but remember you can only hold six at a time. You need only rescue 18 to finish this mission, but those other three could come in handy later on if you need extra armour.

Mission 2: Drug Plant
Use the chain-gun to destroy the buildings in order to conserve your rockets, and then pick up the men inside. Retrieve or destroy the drugs, it's up to you.

Mission 3: Counterfeiting
Again the buildings don't take much to blow up, and again anyone running out of the wreckage should be picked up instead of shot, but check behind you for reinforcements showing up.

Mission 4: Power Grid
At this stage of the game you don't want to fly into a Danger Zone (or you WILL pay the price) so approach from the north and just chain-gun the power lines until they blow up. There's a building to the north of power lines that will give you two (count 'em) ammo crates.

Mission 5: Armoured Cars
Don't follow the game advice here. Instead, take your helicopter and destroy the labs in the downtown area, where the counterfeiters' hideouts were, which will flush out the cars. Fly south. Just above the landing zone is a police station. Land here to get the assault cycle. As with the hovercraft, play around with it for a while to master the controls, and then hunt the cars. Mine their paths as you did with the gunboats in campaign two (remember?) for maximum effect.

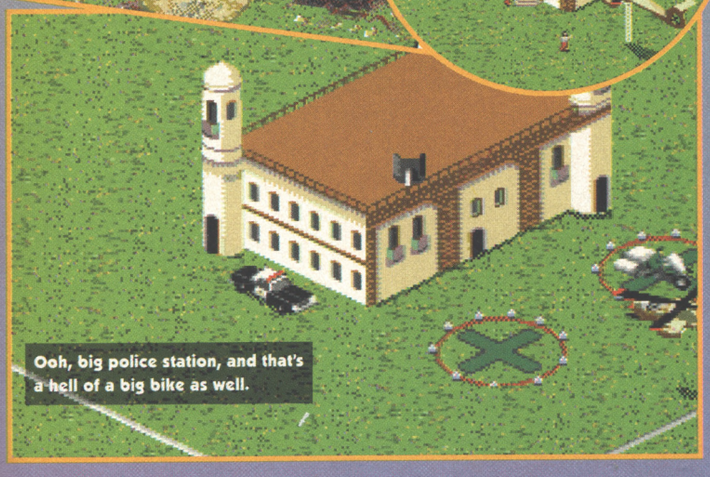
Mission 6: Detonators
As you blow up the cars, some of them will leave a detonator behind. Slowly drive towards and over the detonator to pick it up – not too fast or it will blow up.

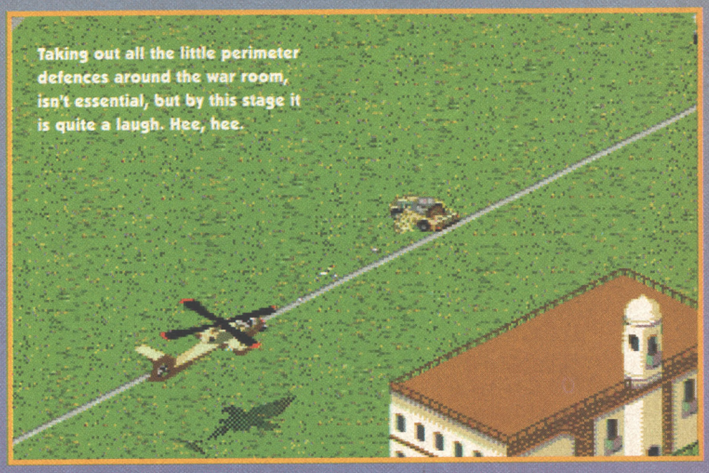
Mission 7: C4 Explosives
You've finished with the bike now, so return to the helicopter. Use your Hydras to destroy the MLR units defending the warehouse, then chain-gun the building and pick up the C4.

Mission 8: Drug Lord War Room
Find the war room and destroy the patrolling lorries. Land. Your co-pilot will run into the building to set the explosives. While he's doing this, shoot the reinforcements. Pick up your co-pilot and revel in the explosion of the sinister war room. Return to base.

The files are now closed upon *Jungle Strike* until next month. Meanwhile, you could, say, try playing the game yourself, or possibly concoct a plausible scheme by which the helicopter pilot could have picked up his wingman using a winch designed to be operated by that very wingman and which he therefore couldn't have reached. Computer game logic, eh? We love it.

● *PAUL MELLERICK*





CANNON FO

And we're off again. This month has seen Cam clawing painfully through a few more missions, making him realise just how difficult *CF2* is compared to the original. It's for this reason that we're now telling you that this is a guide, rather than a solution to the game. Even if you follow these instructions perfectly, it's no guarantee that you'll finish each phase, as the baddies are so rocky tough that all it takes is one missed baddie to end your plans for world domination and leave your team in a sticky, squelchy pool of their own viscera. But anyway, here goes:

MISSION 6

Phase 2

Many levels in *CF2* put you in the firing line from the start by having a few misguided fools running straight at you, and this one's no exception.

Blow them away, and then head straight up the bank until a third soldier on the far bank spots you and starts to swim towards you. Blast him as he flounders in the water, then cross the river (1) and halt the team at (2).

Split one guy off to charge the enemy rocket (3) and then put a couple of guys in the battering ram (4) to protect them during the dash to the grenades (5).

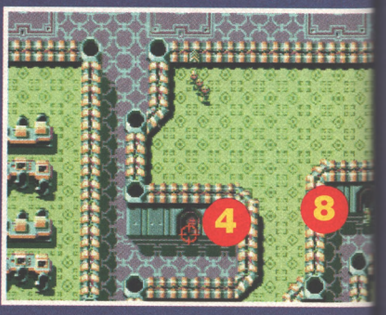
You can take out one hut (6) from this position by lobbing a grenade over the bushes, and then it's just the tricky matter of dodging the hail of incoming fire and blowing up the remaining three huts (7) to finish off the phase.

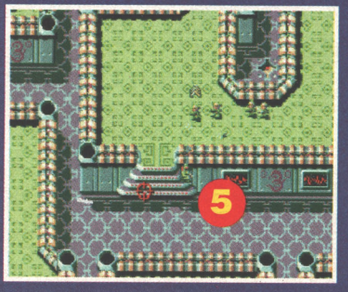
MISSION 7

Phase 1

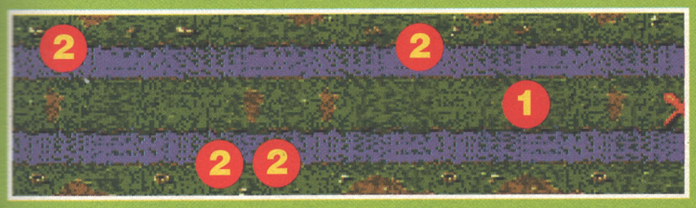
This one's SOOOOO hard, incredibly fiddly and takes ages to do, so bear in mind that this is the least dumb way of doing it that I came up with, rather than the cleverest or cleanest way. Due to the rims on the elevated sections, you can't fire rockets very far, but thankfully, the explosions are big enough to take out doors when you shoot directly down at them. Rocket two doors at (1). Split a man off and stand him above and to the left of the door (2) to make the turret (3) take a shot at you, blowing the door off. This leaves you two rockets for two more doors (4) before you descend at (5). The narrow corridors force you to advance in single file, and a single enemy soldier can gun you down in seconds, so leave the team at (5) and send a single man to clear the way to (6), then bring up the team and grab the grenades (7).

There're now five targets (three doors, two turrets) but only four grenades, so after bombing two more doors (8) send a man to stand by the last door (9) so the turret'll fire at him. Hopefully the explosion will take out the turret as well as the door, which just leaves the turret at (3) to bomb to finish the level, and for what it's worth, it took me over 20 goes to finish this.



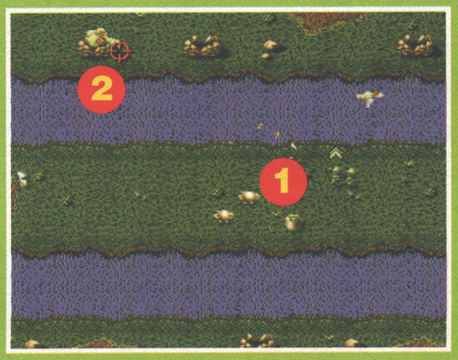


FODDER 2



Phase 3

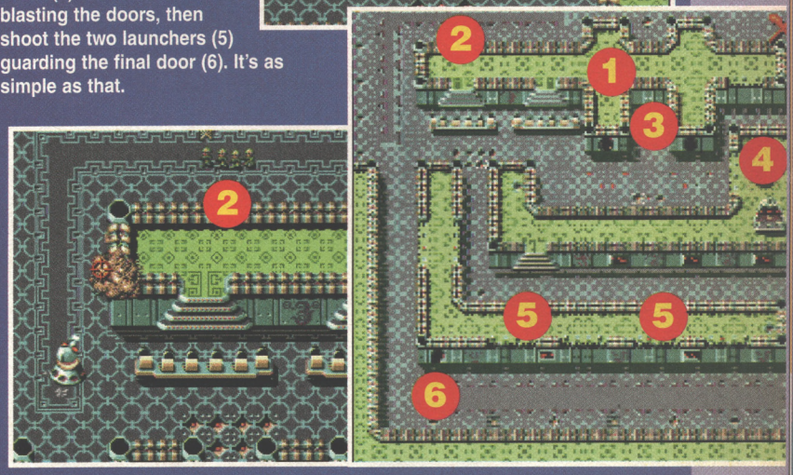
There's a redneck yee-haw way of doing this and a sensible approach, which is the one I'd go for, simply because it galls me to leave anyone left alive in any level of *Cannon Fodder*. If you're foolhardy and reckless, just jump in the battering ram and activate the pressure pad at the other end. Job done.

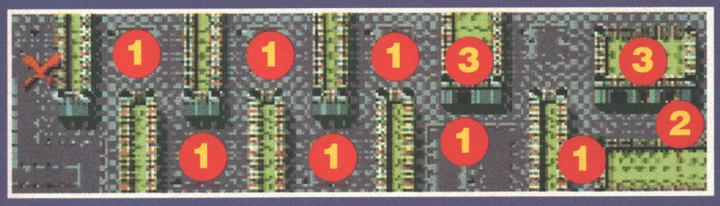


The cleaner way of doing it is to pick up the rockets and grenades (1) and then inch forwards carefully with your pointer at the extreme left of the screen. Every time a turret comes into view (2), blast it with a rocket and then run back a bit, just in case it fires at you. While you're doing this, there's a smattering of soldiers to shoot, but this one really shouldn't be too much of a problem.

Phase 4

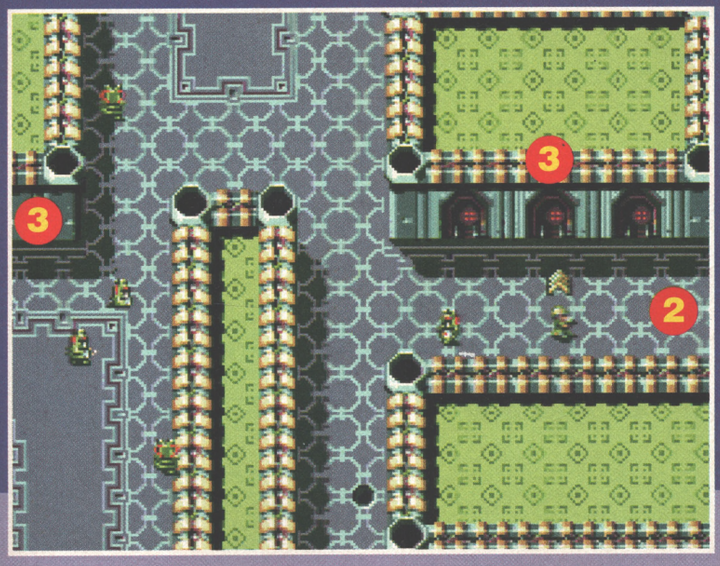
Head left and shoot the launcher (1) before stopping at (2). A funny dalek thing will spot you, take a few shots and ultimately blow itself up like the stupid knucklehead it is, so wait until it's dead before rushing in to shoot everyone and grab the rockets (3). Take out the turret (4) first before blasting the doors, then shoot the two launchers (5) guarding the final door (6). It's as simple as that.





Phase 2

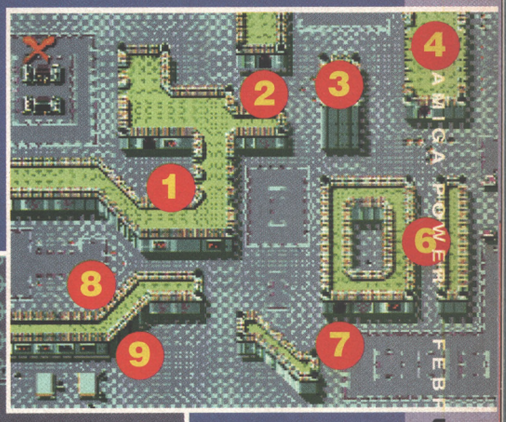
You only need one man to finish this level, so split one off and KEEP MOVING all the time. Simply charge down the level shooting all the rocket launchers (1), pick up the grenades (2) and blast all four doors (3). Easy-peesy lemon squeezy.

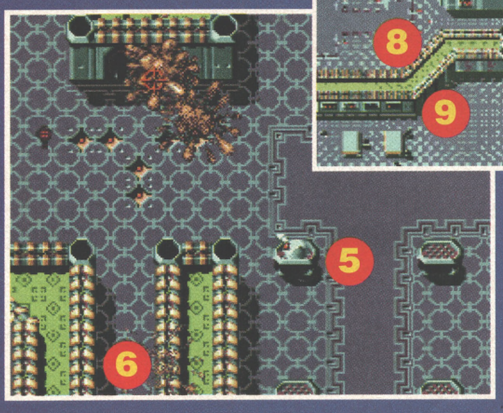


Phase 3

You need every single grenade in this phase, so don't start lobbing them around with reckless abandon.

Pick them up at (1) and then use one to blow up the door nearby. Split off one man without grenades and stand him near the door (2) whilst keeping an eye on the enemy launcher (3). As soon as he fires at you, head down and watch his shot take out the door for you, then kill him for his troubles. Kill the next launcher (4) before getting in the turret (5) and taking out the next door with it, then finish off this lone soldier's valiant run by killing the final launcher (6). Reunite him with the rest of the team to blast the last door (7) and grenade the roving car (8) from (9). Survivors need to be mopped up from the area near the car, and also from the central section near (7), which can be machine gunned from the top. Like floppy fish in a very small barrel.

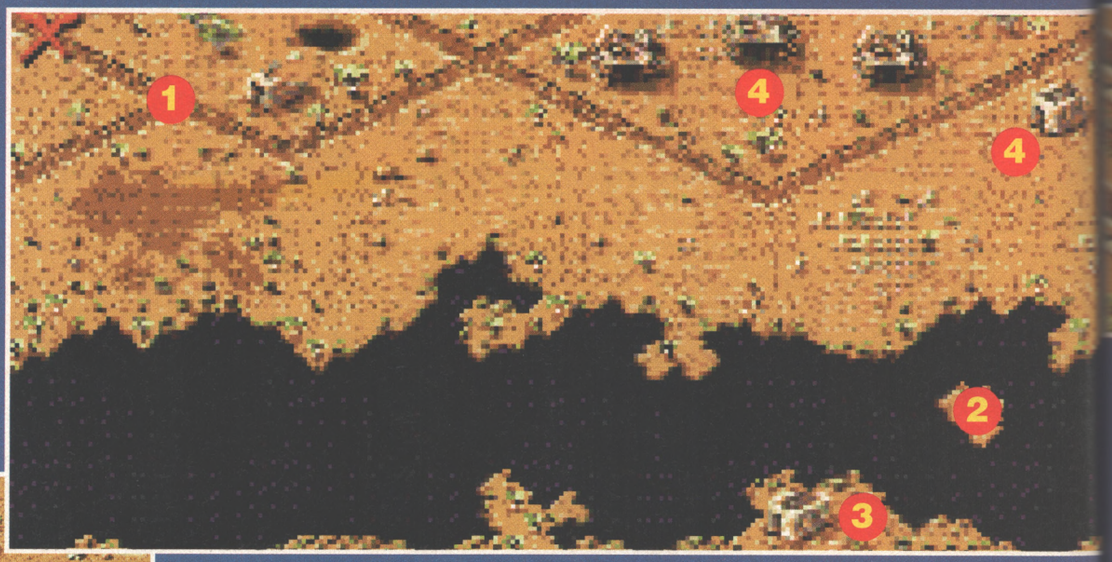


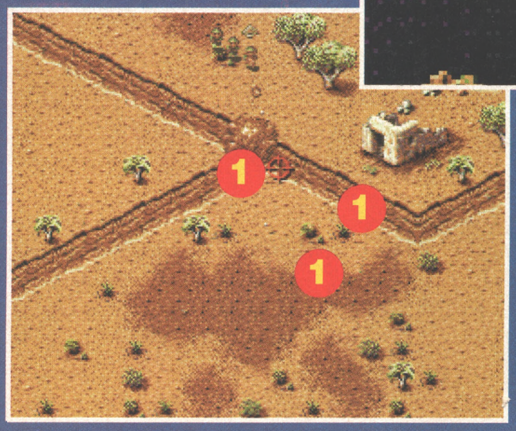


MISSION 8

Phase 1

The story jumps implausibly back to modern day Beirut, to a phase that's littered with that scourge of the contemporary battlefield – mines. Honestly, they're absolutely everywhere, and they're so small and well concealed that you can't really see them at all, even if you know where to look. We've shown the first few for you (1) but the best plan is to decide where you're going to go, and then spray the area with gunfire before you move, as your shots will detonate the mines and avoid one of those unpleasant and embarrassing "Oh no, there go my legs" incidents.





Avoid the roads completely as they're heavily mined, and head straight down from the start to the edge of the oil, before making your way along the coast to the grenades (2). Getting to the little island they're on is a bit hard due to the fact that the attacks from above don't really stop, so the best way is to split the team so there's always someone out of the water who can fire back. Once you're on the island, you can take out the hut on the other side (3) by going to the extreme left of the island and throwing a grenade – it'll just about reach. Once again, split the team to allow each section to give covering fire as they head back to the mainland, then cautiously make your way up to the top to blast the remaining two huts (4). As in previous levels, don't charge straight at an enemy soldier, 'cos he'll probably kill you. Instead, move at an angle to him by clicking to one side of him, and his shots should go wide.

As I said, the main problem is still the mines, so even if there aren't any enemies around, always fire before you move.

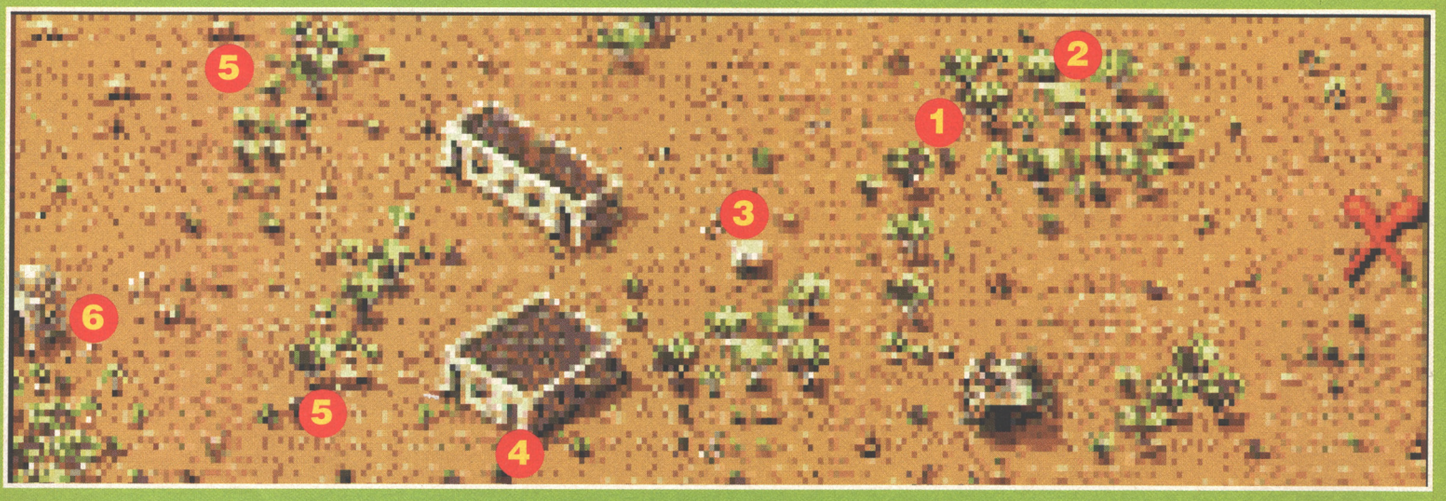
Your ammunition's inexhaustible and everything, so it's not as if you have to be stingy.

MISSION 9

Phase 1

There're quite a lot of enemy launchers in this phase, but if you follow this route, most of them will hit nearby trees and blow themselves up, so that's all right then.

Take the first enemy launcher (1) for example. If you make a bee-line for the grenades (2), he'll blow himself up, which leaves you free to keep an eye on the helicopter, which should fly around a bit before settling down. The moment it does this, waste it by rolling a grenade under its skids, and then head straight down to the bottom before setting off for the left hand edge of the map. There's a turret you can use (3) but I wouldn't bother if I were you as it just exposes you to enemy fire. Instead, simply keep to the bottom, shoot the mine at the corner of the building (4) and keep going towards the launchers (5) who've hopefully managed to blow themselves up. All that's left is a mad dash through a clump of enemy soldiers towards the final door (6), which is guarded by a launcher.



Phase 2

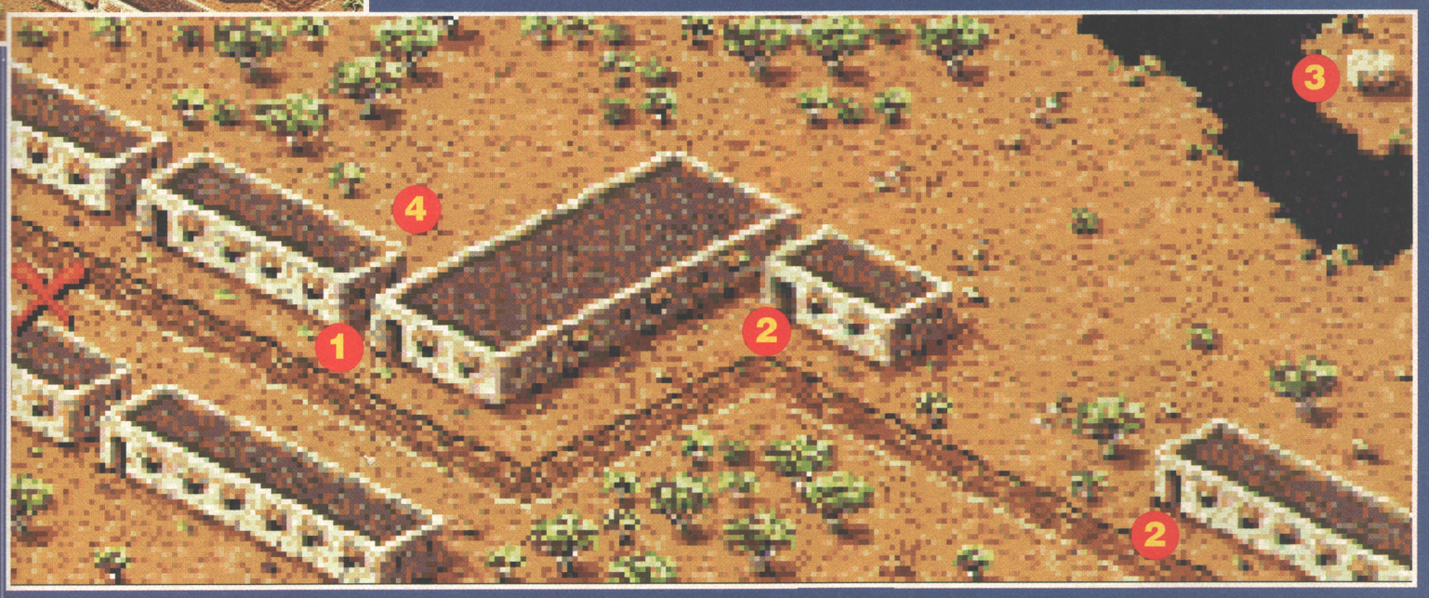
Of all the levels of *CF2* we've covered so far, this one looks the most realistic, don't you think? Like an average street in a little Beirut market town perhaps? It's because it looks like a real street, I think.

Anyhow, the level starts with your team staring down a tank barrel, which is not a good situation to be in, in real life too. If you stand still, then you'll get blown into bloody tatters, obviously. However, if you sidestep it, you'll be able to nip round the side of it, grab the rockets (1) and carry on down the street. Blast all the passers by and blow up the doorways (2) and then turn around and wonder what the flip you're going to do about the tank.

You can't actually destroy the tank with your rockets, but if you can lure it to the end of the street, there's a slight chance that you can take it out with a long range shot from the turret (3).

Alternatively, you can run round the back of the buildings (4) and shout rude words at the tank crew, forcing them to fire at you, hitting the building and killing themselves in the process.

Those tankies, hey?



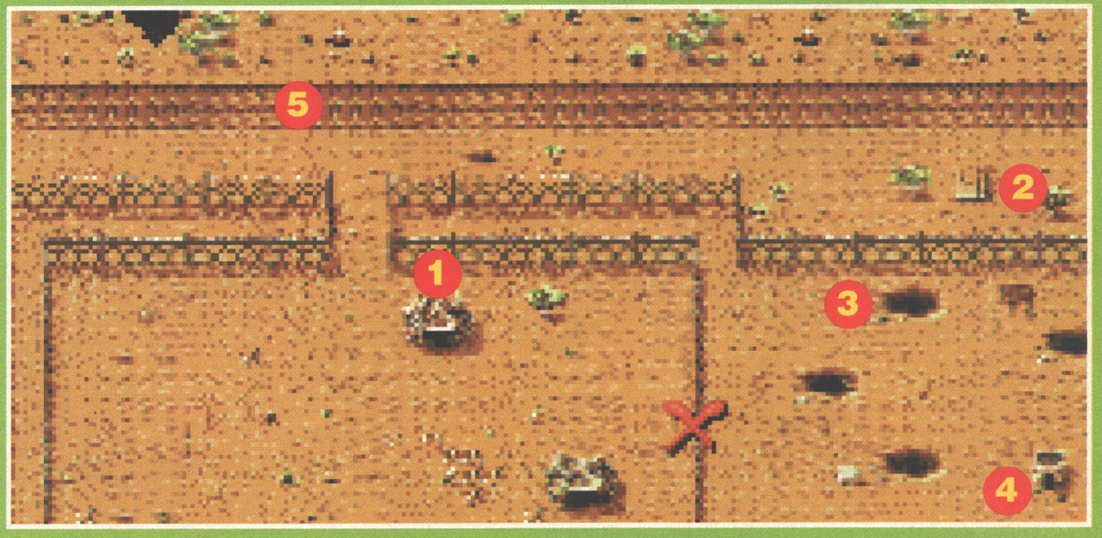
Phase 2

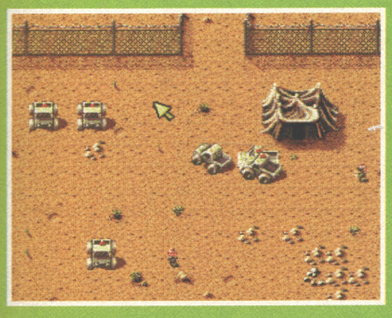
Hard, Hard, HARD! Success or failure of the entire level depends on whether you can get a single bloke into your jeep before an enemy jeep flies in from the side, rams you and explodes, torching you in a fiery, erm, fireball. But since there are two men in the team, you simply don't have time to hop into the agonisingly close jeep. Somehow, you've got to get one man into the jeep, and the only way I've found is to head up and split them on the move. The enemy jeep will appear and start to chase one of the team, so send him to his certain death over to the left then switch to the other man and bolt him back to the jeep.

The obvious down side of this is that the decoy bloke dies under the axles of a powerful four by four, but c'est la guerre, right kids? Swing the jeep behind the building (1) and out of the compound, then along the road and over the ramp (2). Run over the enemy launcher (3), then park up, grab the rockets (4), and hop into the turret. There's a special, extra thick, grenade-proof door on the little bunker in the corner (which explains why you need the turret) and when you've done that, you can have some fun by swinging the gun round and blasting all the enemy soldiers that are pressed up against the fence like the front row of a "popular beat combo" concert audience. Not that this aids your quest or anything, but you can't pass up on a chance like this, can you?

Get back in the jeep and drive back to (5). To finish the phase, you've got to take out the two buildings in the compound, but unless you've been obscenely lucky, there'll still be a few cars and maybe even an armoured personnel carrier still roving around the compound. If you can get the APC up against the fence, there's a good chance it'll blow itself up, but to get the jeeps, you have to sneak towards the compound entrance, blap off a missile and hurriedly retreat until they're all dead.

Remember that you must save two rockets for the buildings, or you'll have to escape from the phase and start it all again, which would be a very bad thing indeed.



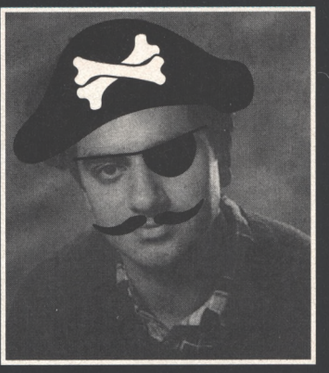


MIFFED?

Then, that's right, you need...

THE LAST RESORT

with Rich Pelley



Mizzen drooping? Crew mutinous? Parrot giving you the hump? Then write to PIRATES POWER and leave Rich to answer game-related Amiga queries. Ta.

What's the point, eh? Of life? Of love? Of Banana Bubbles – the cereal that thinks it's a milkshake? I'd be the first to admit that I haven't got the foggiest, having never fully come to terms with the insignificance of my life compared to that of the planet, having never felt able to wholly share my feelings with another human being and having decided that the last thing you fancy in the morning is a bowl of Rice Crispies that tastes of banana. But one purpose that I have fathomed is that of The Last Resort – you send us in some letters, and we print them. So please carry on.

CADAVER

Q "I am stuck at the end of *Cadaver*, 89% or so in, unable to kill Dianos. My orb power is 245, I've been through Dianos' Lair once to collect the extra ten gems, but should I really think about collect some more before laying waste on Dianos? And should I be able to open the locked door leading from the Great Tower at the start of the level? ZERO magazine (RIP) published a complete solution eons ago but, needless to say, I can't find it anywhere."

A "Ahem – you don't say? But anyway, to defeat Dianos you'll have to cast both Mindblast and Banish in his general direction. To cast Banish you'll need to be touching the guy – this palpitation drains your stamina, but provided you've got a decent Orb power (and 245 sounds fine to me), by

LOOSE ENDS

Help.

Q "I have been doing TRAPS AND TREASURES for months but I cannot get off level two. Can anyone show me the way to success?"
Mrs J Jackson, Ashby-de-la-Zouch

Q "I've been investing an awfully large amount of time into playing the great tank-'em-up that is PACIFIC ISLANDS, but I can't for the life of me complete the mission on Banaba Island, the one where you need to clear the forest of the enemy, protect the bridges and destroy the communication equipment. Whatever I do I just don't seem to be able to kill off enough of the bad guys before my time limit gets the better of me. And where will I uncover the hidden tanks in the forest? Can some tank-obsessed maniac please help me in my hour of need?"
Miles Dinneen, Wellington

Q "I keep getting attacked by aliens at the start(ish) of REUNION. How can I stop this?"
Dale 'Dimrill' Rird, Cannock

Q "On DARKMERE I can get to the Dragon Queen, but on level one I can't find a way into Granny's house (1 Holan Street), and on level two I can't get past the pile of stones."
David Hollingbery, Maidenhead

Q "Can anyone help me get past level 48 of BLOB (as opposed to just giving me a password)?"
Jonathan Cawley, Leicester

Q "In MANIAC MANSION, what do the Dime, Can of Pepsi, Yellow Key, Glass Jar, Sponge, Paintbrush and Manuscript do? Also, how do you get into the door through the dining room, and where's the gas to power the chainsaw?"
Adam, Norfolk

Q "And I'm not entirely sure how to get past the purple tentacle in the same game as above. Do I turn off the power to get him out of the lab, and then nip in with a different character or something. Or what?"
David Hollingbery, Maindenhead

Q "I cannot answer some of the riddles in AMBERSTAR, namely:
a) What is the most beautiful flower?
b) Who is the master of the hut outside Twinlake?
and c) all the ones on the Riddle Master's island."
James S, London

Q "Is there a cheat for SABRE TEAM?"
Adam Chidgey, Gosport

Q "Although I have tried my best, the BATTLE ISLE series is still getting me down a bit. Passwords are what I'm after; on the original I can get to level sixteen with just one player (password: River) and level 18 (password Europ) with two, and likewise level 24 (password: Werft) and 8 (password: Magma) on the Scenario disk, and 24 (password: 24) and 6 (password: Ebton) on the '93 version. Can someone out there who cares please let me have a complete set of codes?"
D Wood, Essex

Q "I've had MICRO MACHINES for ages, but can't get any further than level fifteen. Does anyone have anything to say?"
Tom Brown, Northallerton

Q "In LEISURE SUIT LARRY 3 all my Larry has is a towel, soap-on-a-rope and knife. I have used a grass stick disguise to get $20 from the girl on the beach, and subsequently blown the cash for a view of Cherri Tart. As I see it, my options lie in a) Patti's bar, b) The hotel/casino reception, c) Fat City and d) The forest area near the Comedy Hut. Is this right? Or am I barking up the wrong, erm, leg?"
A Sears, Reading

CASES CLOSED

Thanks.

THE SETTLERS

Q Jordan Eaton of Cleveland found that his miners seemed to be perpetually on strike, and was fully prepared to hear out any suggestions you AP readers might have as to why this was.

A "There may be a chance that you have set your miners digging for something that isn't there – for example they may be trying to excavate coal in a area where all they will find is stone. To avoid this sort of thing happening, take a little time at the start of the game to see what the geologists suggest it would be wise to dig for, and only go for what you are told is at an average supply or above. Then, before doing any actual mine building, plant a flag on where you are above to erect, connect up a road, click on the flag and then on the man with the board. Soon you should see a man with a large board tapping at the ground – if he sticks up a board with a yellow spot in the middle then he has located you some gold, if the spot is red then he's found iron, black and it's coal, white and it's stone. The size of the dot is proportional to quantity, so build your mines accordingly.

If the above does not turn out to be your problem, then the only other explanation for your lack of miner activity is that they have got too much food and so are just sitting around eating all the time. Or they may of course just have run out of raw materials. You did read the manual, didn't you?"
Phillip Marsay, Oarlinerton

A "Also, although not actually answering the question in hand, here's a little mine-related cheat that is still worth bearing in mind. When the message appears telling you that a mine can haul no more materials, disconnect it from the road system (so no more food is brought in) and you should find that it will haul some more produce whilst using the food it has stored in it, food which is normally wasted when a mine is burnt down.
Mark Pursglove, Sheffield

DESERT STRIKE

Q Mark Blackburn of Cleveland was after some codes to get him past the level with the Madman's yacht.

A "Try these out for size:
Campaign two (Sand Buster) – LQJAQRJ
Campaign three (Embassy City) – TLIJOAQ
Campaign four (Nuclear Storm) – JTEKOMK
(And don't forget that you can enter the code BQQQAEZ for ten lives and infinite ammo. – Rich)"
Liam O'Grady, Norfolk

LEMMINGS 2

Q Everybody who purchases a copy of *Lemmings 2* seems to get stuck sooner or later. And Dominic Conneally of Plumstead was no exception.

A "EGYPTIAN LEVEL FIVE: Bash through the palm tree, scale the wall to the right and slide down into the space below. Your green-haired cliff-diving pal should now have enough room to turn around, quickly bash through the wall and pour glue over the first gap beneath the entrance. Make him a runner, and as he ventures to the right, bash through the second wall, jump the second gap and (in order to maintain as level a path through as possible) start bashing as close to the third partition as you can get. Next make him a runner and jump the small gap before the exit. And in order to free the trapped lemmings, stomp through the ground to the left of the entrance and pour glue to the right to flow through the tunnels created by the basher and form a patch over the two remaining gaps.

SPORTS LEVEL 6: As your first lem walks down the slope to the left, make him platform across the narrow gap using three tiles. All but one of the lems will be trapped – Superlem the only lem to have made it past the platformer to the top of the screen and from right to left into the ground above the entrance. As he now walks to the left, fence through the earth and platform across to the exit. Now, using one of the trapped guys, rope diagonally up from left to right at an angle of approximately 45 degrees into the top right corner. When the position is correct the lemmings, having reached the top of the screen, will turn around and crawl up through the metal ceiling towards the exit. I'm not sure whether this is the correct method, or just a bug in the game, but you can save yourself bother by crawling through a ceiling on Sports Level nine as well."
Michael Pickering, Hull

the time you've cast Mindblast, made physical contact and cast Banish, his head should be ripe for you to swipe and carry through the middle door, completing the game in the process.

SIMON THE SORCERER

Q "How do you steady the plank down the trap door in the Swampling's house. Also, how do you get into the Dwarven mine?"
Daniel Gore, Wallsend

A To steady the plank down the trap door in the Swampling's house you must nail it back into place by using the hammer which you should have bought (along with the white spirit) from the shopkeeper in the village. And to get into the Dwarven mine, you'll need to be carrying the barrel of beer (which you nicked from the bar by asking the barman for a drink and using the wax whilst he's distracted), wearing the beard (which you lopped off the sleeping dwarf in the pub), and know the password (it's 'Beer').

HOOK

Q "How do you get the pirate' uniform. I've proceeded to the washing line with the pole, but that doesn't do much. Basically, I'm utterly stuck."
Wendy Williams, Essex

A "What you need to do is to knock on Mrs Smeedles' wash-room door, but – and here is the trick – swing back on the rope before she gets a chance to open it. Now go back all the way around to the start of the game and you should be able to snatch the jacket with the pole. Just as I said in issue 31. And again in the complete solution we printed in issue 33.

LEMMINGS 2

Q "Can you please tell me if there are any cheats for *Lemmings 2, Chase HQ* or *Shadow Warriors."*
Anthony Gauci, Canada

A Well, let's see. From the start: Yep (In order to select any level on any tribe and have sixty lemmings on each, go to the corner of the menu screen and press both mouse buttons until you heat a lemming faintly squeal "Let's go". You now have only to complete the final level of each tribe to complete the game); there is (Hold down the left mouse button and joystick Fire whilst typing 'GROWLER'. The T key will now reset your time. Also, pressing Space rapidly when you area supposed to be pressing Fire to start a game is rumoured to increase your top speed to over 1000 miles per hour. And pressing Space on the music selection screen may also give extra turbos. If you're lucky); and You Betcha (Type 'GIVE ME INFINITES' for infinite everything).

INDIANA JONES AND THE LAST CRUSADE

Q "I cannot get past the first of the three trials leading to the Holy Grail. Another magazine told me to "walk to the large rock", but this was not helpful."
Richard Everitt, Tewkesbury

A You should see two areas near the corpse split by lines – walk towards this in order *(Eh? – Ed)* and press the blades to reap your safety. On the second test, in case you encounter problems, the only safe tiles to get you to the other side of the cavern are the ones which spell out the God's name, changing from game to game. And in the third, for when you get there, move the pointer to the outcrop of the rock above the opposite tunnel entrance.

SHADOW OF THE BEAST 2

Q "I need help. I know it's an ancient game, but are there any cheats for, wait for it, *Beast* 2?"
Karl Wild, Sheffield

A You jest? Surely? You mean, you really don't know it? Ask the first pygmy about 'TEN PINTS' and you'll get infinite lives.

ZEEWOLF

Q "All was going well until I got to mission two. I can free the little blue guys by destroying the little tanks guiding the blockhouses, locate the landing ship thing but can't set my chopper down to pick them up. Ideas?"
Keen Rock Barrett, Milton Keynes

A "To tell the truth, KB, no I haven't. However, one interesting thing I know about *Zeewolf* which you may be interested to hear of (if you haven't already) is that if you enter the password as 'FRAMPAGE', your chopper will be exchanged for a lightly armoured fighter plane, capable of tighter turning circles and generally more manoeuvrable than the helicopter.

Also, in case you were wondering, here's how to complete the mission we cunningly gave away two issues ago, courtesy of Lee Reader of Essex, a reader. At the start of the mission, collect the Allied Tank and drop it off at the enemy picnic. Fly over to the right a bit until an 'Enemy destroyed' message comes up, then pick up the tank again and fly north. Drop your tank next to the convey, fly to either of the bases and shoot down all the planes and choppers – if they take off then all they'll be heading to one of the bases to another round the coast, so take them out there. And is that it? You betcha.

The Last Resort,
AMIGA POWER
30 Monmouth Street,
Bath BA1 2BW
is the address to send any questions or answers that you may have to, not forgetting to mark your envelope 'Questions' or 'Answers' accordingly. That way, we get to see what they are without having to open them up which, although no one has yet quite worked out why, surely must be useful for something.

AMIGA POWER BACK ISSUES

KNOWLEDGE IS POWER. So any deficiencies in your understanding of Amiga games are effectively weaknesses in your struggle against life's continual onslaught. We therefore recommend you assemble a large collection of AMIGA POWER back issues.

ONLY £4 EACH!

BACK ISSUE OF THE MONTH

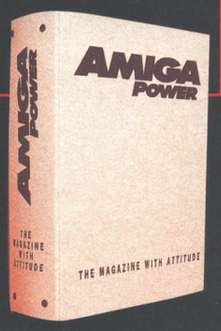
AP16 – AUGUST 1992

While in a particularly nostalgic frame of mind this month, we found ourselves flicking through a copy of AP16. It marked the inauguration of since-discredited editor Mark Ramshaw, celebrating with two coverdisks, one of which features a demo of the fantastic *D/Generation*. The cover illustration is slightly unfortunate, true, but the contents have aged surprisingly well, especially the reviews of *Crazy Cars 3* and *Might and Magic 3*, and Stuart's particularly amusing *Liverpool* one. And there are all the usual then-regulars, such as Crib Sheets, In The Style Of... by a programmer, and plenty of photos of Peter Molyneux. AP16 – so good it sometimes reads itself.

THE TOP 5 AMIGA POWERS

As voted for by the readers of AP.

1) Issue 32
2) Issue 37
3) Issue 28
4) Issue 33
5) Issue 30



ALSO LOOK OUT FOR...

AP31 – Apart from the "Ooh lordy" on the cover, a great all-rounder.

AP39 – The cover our publisher tried to suppress.

AP29 – Reader survey results – with pie charts.

AP45 – Including, we feel, our three best disks ever.

AP7 – *F1GP* reviewed! And an interview with Lucas Arts. *Super Twintris* on disk. And a terrible "If only I'd known" feature.

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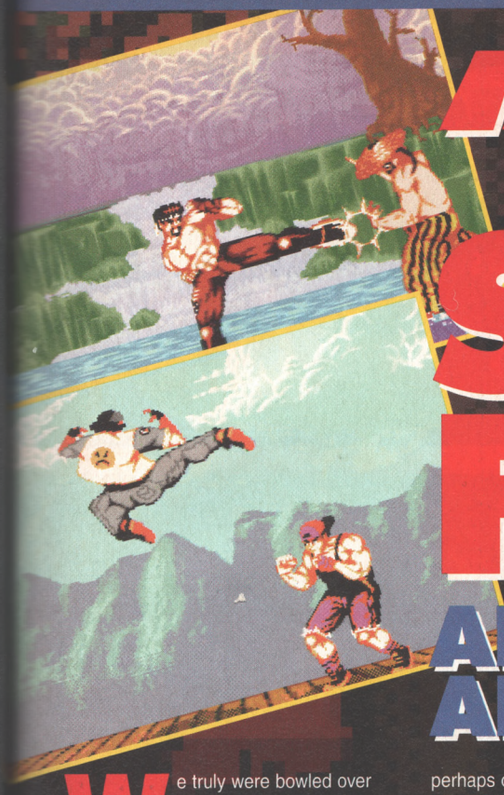


"BE" IN SHADOW FIGHTER!

AND WIN A TELEVISION! AND SOME GAMES!

We truly were bowled over this month by *Shadow Fighter*, and reckon it's definitely the best beat-'em-up on the Amiga – and better, in fact, than most console beat-'em-ups we've played. And one of the best things about it is its range of well-formed characters. So we were overjoyed when Gremlin announced that they are bringing out a data disk very shortly with eight new characters. And we were even more pleased when they invited us, AMIGA POWER, to include a character of our own among them. Modesty would forbid it, we replied, and suggested that perhaps our readers might have a few ideas. That'd be great, Gremlin said, and generously offered to send an expensive Sony television to the reader whose idea they choose.

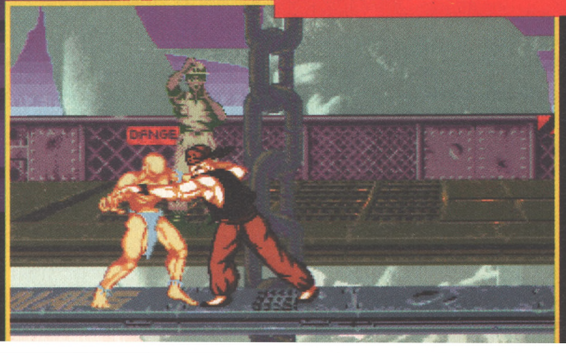
MAKE HASTE

So get to it, readers of AP. Design a new *Shadow Fighter* character, and win a telly. You'll need to draw him/her and come up with a range of special moves, and then (and Gremlin insist on this, sadly) provide a brief background history. Probably the best idea is to come up with some sort of 'concept' (Chicken Man, for example, or, er, Olga the East German Shot-Putter) and then work from there. We're not Blue Peter, and we're not about to award expensive electronic equipment to crayon-and-poster-paint scrawls on tatty bits of paper with the justification, "Ah, isn't it sweet, and he's only four." But we'll grudgingly admit that ideas are more important than artistic ability, so don't worry too much if you can't draw. (In fact, if you're completely crap, you could just describe your character in writing if you want.)

Once you've done all that, slip your character into an envelope and send it to: Who Knows What Evil Lurks In The Hearts Of Men Competition, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW, to reach us no later than 28th February, 1995.

THE RULES

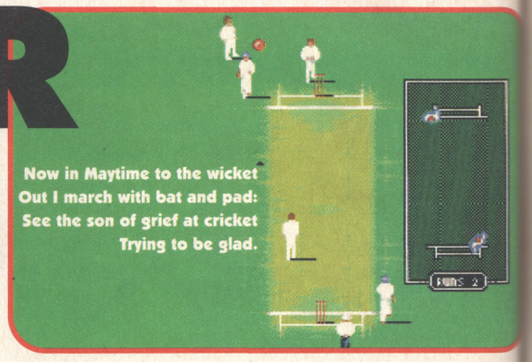
1. Employees of Future Publishing and Gremlin can't enter.
2. Entries can't get here any later than 28th February, 1995.
3. You can't enter into any correspondence with the editor.



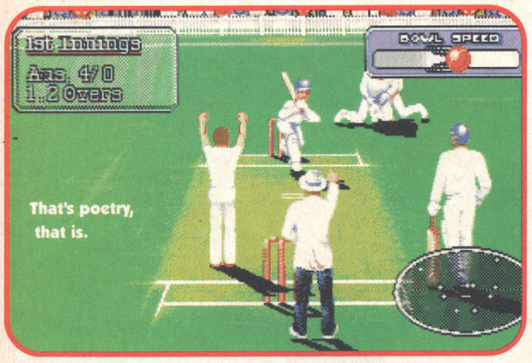
BUDGETS

While it's been a pretty poor month for full-price releases (with the honorable exception of *Shadow Fighter*), the budgets are here to remind us that the Amiga is a great games platform. That was a party political broadcast.

BATTLE FOR THE ASHES



Runs on: A500, A600, A1200
Publisher: Audiogenic
Price: £10
Release: Out now



Battle for the Ashes is a cut-down version of *Graham Gooch's World Class Cricket*. You can play only five day, unlimited over test matches, and you have two teams at your disposal; the current Australia and England Test sides. However, this does mean it all fits on one disk.

But frankly, I'm disappointed. This is the fourth version of *Graham Gooch* (after the original, *Second Innings* and *Test Match Special*) and they've still not debugged it. For instance, sometimes when the ball is played behind the wicket, the wicket keeper runs after it himself instead of leaving it for a fielder. As soon as he catches up with the ball, he throws it wildly out of bounds for a four. Dimwit.

Then there's this bit where, if the ball is played behind the wicket and one of the slips picks it up, instead of, say, underarming it to the wicket keeper for an easy run-out, he'll race the entire length of the pitch with the ball in his hand to knock off the bails at the bowler's end. Blind fool.

Then there's this bit where, if a fielder could get a batsman out by throwing the ball to the bowler, he insists on throwing the ball to the wicket keeper. Irritating pillock.

Then there's this bit where... Oh you get the idea.

After four games have been brought out with these problems, these slightly irritating (and, it has to be said, initially endearing) faults have become enraging botch-ups, causing me to hurl my special Bug to the floor. And it's the Bug that I reserve for playing *Sensible Soccer*, that I love as much as life itself, so you can be pretty certain that I'm genuinely annoyed when it hurtles towards the floor.

I've enjoyed playing these games greatly. Truly, they are cricket – BUT ON A COMPUTER – and if you can cope with the slightly sloppy programming, you'll enjoy them too.

● ***STEVE FARAGHER***

THE BOTTOM LINE

The latest in the best series of cricket games you can buy. But for gawd's sake don't if you already have one of the previous games. It's annoyingly flawed fun. I want another go, but I know it'll only make me angry. What am I to do? I don't know. Help.

65 PERCENT

CRICKET 94/95 DATA DISK

Runs on: A500, A600, A1200
Publisher: Audiogenic
Price: £10
Release: Out now

As well as *Battle for the Ashes*, Audiogenic are releasing this data disk which requires either the original *Graham Gooch's World Class Cricket* or last year's *Test Match Special* to run. It *won't* work with *Battle for the Ashes*

The disk provides you with updated international teams as well as English and Australian county sides. And that's it.

● ***STEVE FARAGHER***

THE BOTTOM LINE

Truly this is a plate of refreshing oranges brought on at half-time to revitalise your flagging cricket games – BUT ON A COMPUTER. Lots of data, but it doesn't fix the bugs.

75 PERCENT

THE DELPHINE CLASSIC COLLECTION

Runs on: A500, A600, A1200
Publisher: US Gold
Price: £30
Release: Out now

Pop quiz. (Incidentally, how did Dennis Hopper climb on to that tube train without being squashed against the tunnel walls? But anyway.) How many programming teams can you think of that consistently come up with great ideas? Sensible Software, yes. The Bitmap Brothers, okay. But how about Delphine? As this compilation demonstrates, they've been courting the daughters of the inspiration gnome for a good few years.

In no particular order, you've got *Flashback, Future Wars* (an alien invasion/time-travel jaunt that was the company's first crack at the point-and-click market), *Another World* (the simpler precursor to *Flashback*), *Operation Stealth* (a James Bondish point-and-clicker) and *Cruise For a Corpse* (a point-and-click whodunnit). They're all lumped together under the adventure banner, but *Another World* and (in particular) *Flashback* have at least as much fighting and shooting fun as solving of puzzles.

This balances the collection perfectly, and also shows what clever chaps Delphine are. Personally, I think *Future Wars* and *Op Stealth* suffer slightly from their age and lose a lot in comparison to the newer and fabber *Cruise For a Corpse*, but even so your £30 is paying for three first-class games and two that are never less than good.

● *PAUL MELLERICK*

THE BOTTOM LINE

Well-rounded compilation of top-quality adventure-type games. There's not even the usual runt of the litter in there. (Although the two early point-and-clickers are looking a little ragged nowadays). Splendid value for money.

90 PERCENT

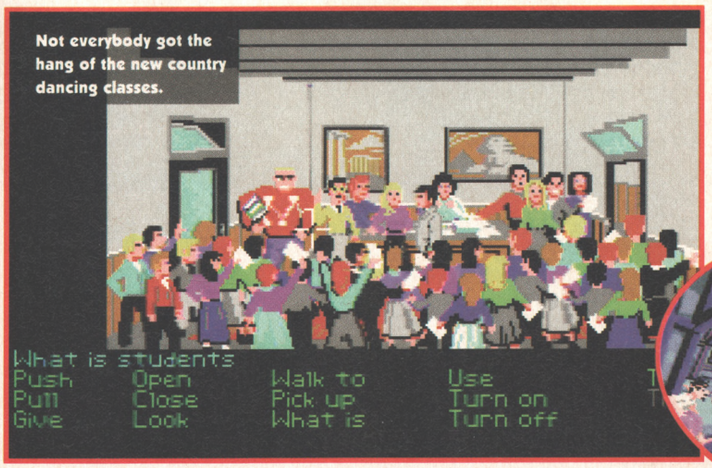
THE LUCAS ARTS CLASSIC COLLECTION

Runs on: A500, A600, A1200
Publisher: US Gold
Price: £30
Release: Out now

Similar to the Delphine compilation, the Lucas Arts box is a sort of poignant stroll through the now-moved-on-from-the-Amiga company's back catalogue. Also as with the previous compilation, these games are blanket labelled 'adventures'. But this time, they're right.

Lucas Arts are, of course, the point-and-click adventure game company of champions. The compilation features *Maniac Mansion* (the first funny point-and-clicker), *Zak McKracken and the Alien Mindbenders* (the second one), *Loom* (the one that really got it all together and paved the way for *Monkey Island*), *Monkey Island* itself, and *Indiana Jones and the Last Crusade*. It's fair to say not all of these are stunning classics, although taken as a set it's fun to see the way this genre has developed from the fussy, verb-heavy, text adventure-influenced *Maniac Mansion* to the elegantly straightforward, user-friendliest *Monkey Island*.

● *PAUL MELLERICK*



THE BOTTOM LINE

***Monkey Island* – great. *Indy* – great. *Loom* – good. *Zak McKracken* – good. *Maniac Mansion* – the (practically legally required) poor one. Just shows that sometimes you can't have too much of a good thing. And I never thought I'd say that about point-and-click adventures.**

89 PERCENT

COMBAT CLASSICS 3

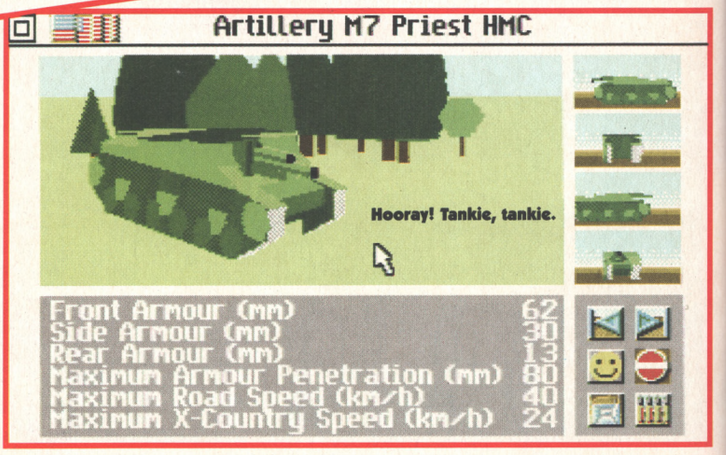
Runs on: A500, A600, A1200
Publisher: Empire
Price: £35
Release: Out now

Funny old things, budget releases. If they can sell it once at a lower price, they'll try to sell it five times. Take, for example, *Gunship 2000*. In AP43's budget section we said it was a frighteningly hard helicopter flight sim that was nonetheless great fun, with enough options, missions and all-round flight-simmy stuff to keep everyone happy. And here it is again as this compilation's lead game.

And with it out of the way, the other two games are revealed to be wargames. No, wait, come back. Rebuff that quiet shed hidden within a dark forest. Not all wargames are bad. Just most of them. Fortunately, it's the not-bad type that appear here, represented by a pair (and I don't really want to say this, but I can't stop myself) that Changed The Face Of Wargames As We Know Them. *Campaign* (AP20, 83%) combines hardcore flashing square/movement phase strategy with driving a tank around and shooting things battle sections, and it works extremely well if a little too slowly. It's probably the nearest thing there is to a wargame that will appeal to non-wargamers, and far better than its sequel. *History Line* (AP22, 87%) is a no-apologies hexagon-based game that's certainly the slickest example of its type and thoroughly engrossing to play. Easy to control, too. It even looks pretty. Like *Campaign,* though, it's sluggish on a non-AGA machine and needs two drives for the best results.

Combat Classics 3 is another well-balanced compilation, offering a good variety of game types. And as well as being entertaining (and despite the crass ad line of "A century of superb military warfare") the trio of games and *History Line* in particular do have a few things to 'say' on the thorny topic of war. Edutainment, eh?

● ***PAUL MELLERICK***



THE BOTTOM LINE

Smashing flight sim and a couple of surprisingly accessible wargames. Revisit both world wars AND HAVE A GOOD TIME WHILE YOU'RE DOING IT. As varied a combat compilation as you could get without having, say, *Cannon Fodder* in it, and for your money you're getting a couple of unique gaming experiences.

86 PERCENT

HI-HO SILVER LINING

We have played these games before. But now they are on the CD32. So we play them again. And re-mark them.

TOWER ASSAULT

Team17/£30
AP45 46%

Tower Assault CD32's intro is everything an intro should be. Okay, so the window is rather small, but concentrate and after a few seconds you don't notice. And a few seconds out of a SEVEN-AND-A-HALF MINUTE intro isn't too much, is it? Yep, over seven minutes of rendered ships, pitched battles, lasers, explosions and even some lovely acting (I'm not a film critic, you know), which all rolls together to produce the best and most interesting intro I've ever seen. It's up there with some of the best PC CD-ROM titles money can buy.

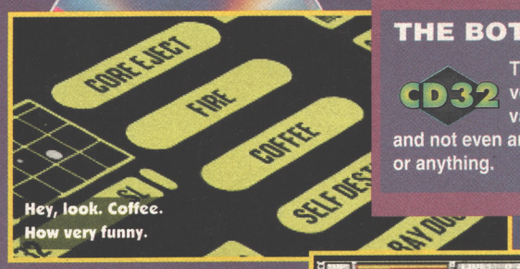
Which makes it all the more embarrassing when the game finally appears. Jonathan Nash gave *Tower Assault* 46% last month, infuriated by a host of shortcomings, none of which have been remedied on the CD release. By way of compensation you do get the original *Alien Breed 2* (AP32 81%) on the CD as well, but then you're charged an extra £10 for it, and they haven't even taken out the tedious, pointless first level.

● *PAUL MELLERICK*

THE BOTTOM LINE

CD32 *Tower Assault:* Urgh. *Alien Breed:* Mmmm. Rendered intro sequence (and outro, apparently): Lovely. All in all: Urghmmmmovely.

65 PERCENT



Team 17/£30
AP42 89%

Great game, this. Loads of top shooting action 'inspired' by the classic *Asteroids*. But then you already knew that, didn't you? Still, this CD version has (yet) another rendered sequence for you to sit down and watch. But if you're expecting a monumental example of a CD intro akin to the sure-to-become-legendary *Tower Assault* one, you're going to be disappointed. It's a bit of mess.

The images are nice and the animation is great, if a bit robotic, but there seems to be some sort of problem with the editing between scenes. Instead of holding the image and the loading in the next scene, there's an awful black gap between each scene, destroying the film-like atmosphere that intros like this are supposed to create.

Still, you've got the whole game on one compact disc, so there's no need for any of those tedious disk changes we dislike so much. And there's a brief and pleasant animation between each level showing the boss blowing up or whatever, including arguably the best explosion scene in a computer game – to date.

● *PAUL MELLERICK*

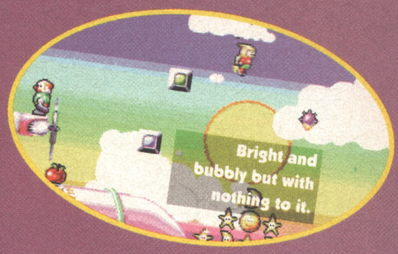
THE BOTTOM LINE

CD32 You know how much we like the game, and we know how much you like it, so if you've got a CD32 you can now join in the fun as well.

89 PERCENT

MARVIN'S MARVELLOUS ADVENTURE

21st Century/£30
AP45 26%



No glamorous rendered intros here. *Marvin* is exactly the same on CD as it was on floppy – a bright and cheerful platform game utterly devoid of any form of challenge. You'll romp through level after level, chuckling at the rainbow-hued graphics and gradually succumbing to the onset of brain death. And before terribly long you'll have reached the end, and will let out an anguished cry: "I have been duped!"

● *PAUL MELLERICK*

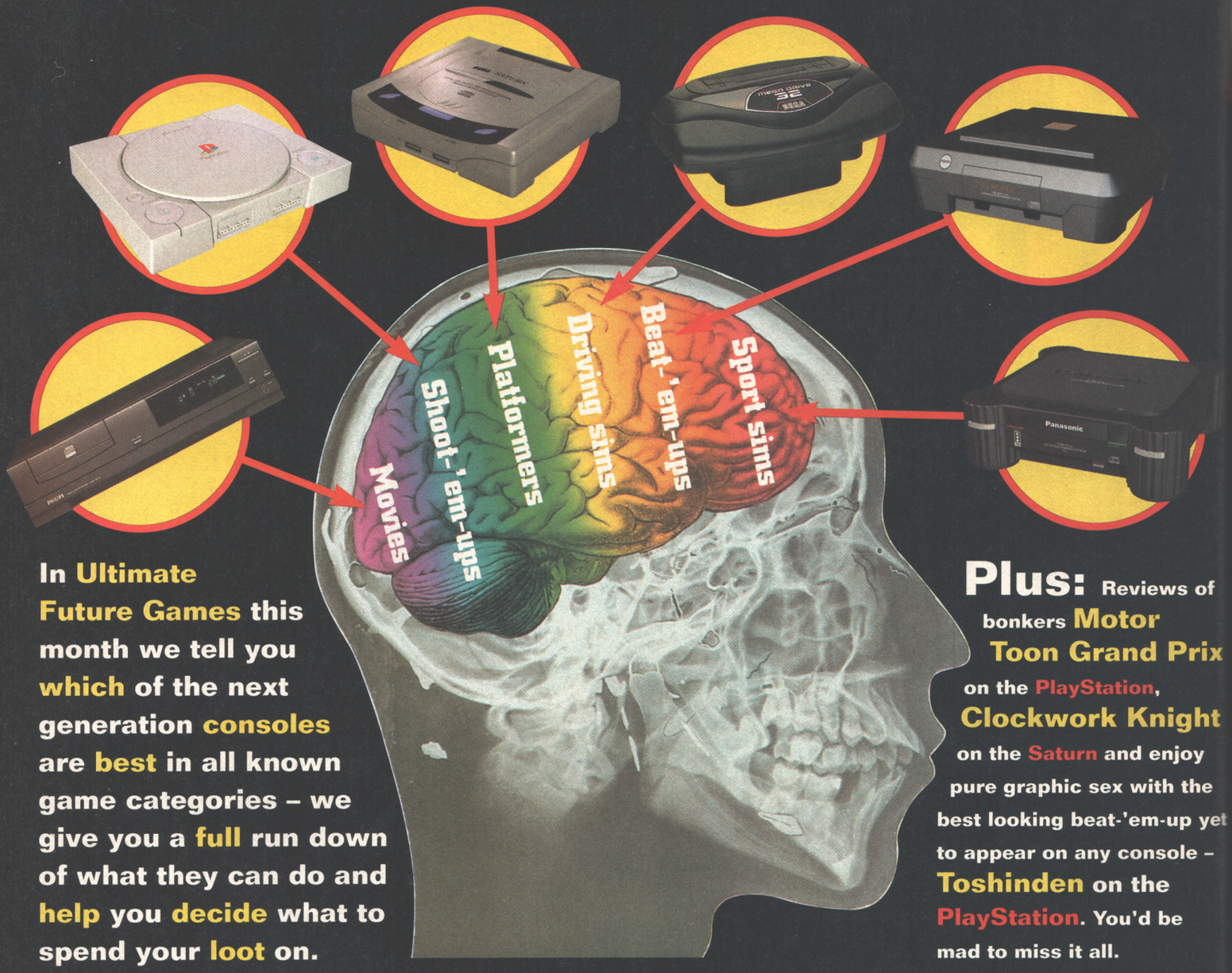
THE BOTTOM LINE

CD32 The same as the disk version – pretty but vacuous – and not even any cheaper or anything.

26 PERCENT

SUPER STARDUST

Blow your mind!



In **Ultimate Future Games** this month we tell you **which** of the next generation **consoles** are **best** in all known game categories – we give you a **full** run down of what they can do and **help** you **decide** what to spend your **loot** on.

Plus: Reviews of bonkers **Motor Toon Grand Prix** on the **PlayStation**, **Clockwork Knight** on the **Saturn** and enjoy pure graphic sex with the best looking beat-'em-up yet to appear on any console – **Toshinden** on the **PlayStation**. You'd be mad to miss it all.

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Issue four on sale February the 2nd

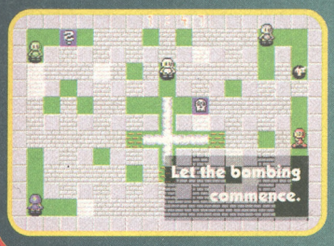
PD

Scouring. That's what Paul Mellerick does a lot of. Scouring for secret surprises in the PD libraries of the world. Wearing his intrepid hat and spectacular dark glasses. And long, straggly scarf. And cavernous, warm overcoat. Because it's cold. Out there. Or so he tells us.

DYNAMITE WARRIORS

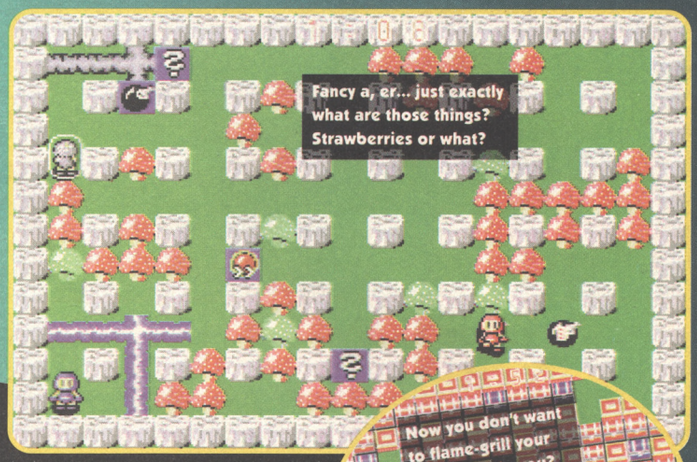
Online PD

Well it's, erm, *Dynablaster*, really. Only this is the cheapo PD version. But before you rush out and pick up this bargain priced, top-quality game, there are a few things you might want to know. For those who are unaware of the premise behind *Dynablaster*, you're in a maze. You've got some bombs. And the whole idea is to blow up all your other opponents. You can collect power-ups which appear when you blow things up, but mostly it's down to your skill and timing.



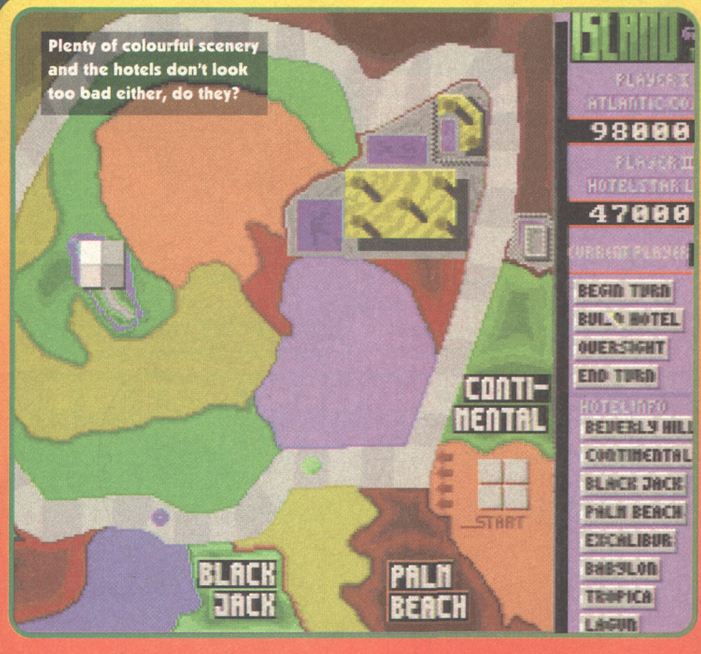
On this PD version there can be up to five players using all manner of joystick and keyboard combinations. And, in a perfect example of PD games being primarily designed to be for fun rather than profit, there's even a little options menu that lets you tweak all sorts of things to make the game easier or harder.

I did have a few problems with *Dynamite Warriors*. The action sometimes slows down and even stops for a second, and the action of the computer opponents are sometimes laughable. But that's it. So get a few mates round and have a bash at this cracking little PD game. You'll be glad you did.



VERDICT: A bare-bones version of *Dynablaster* retaining all the fun and even adding a few user-friendly elements. Top class PD, and no mistake. ★★★★

ISLAND

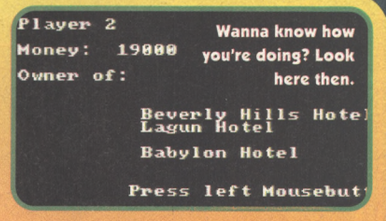


Online PD

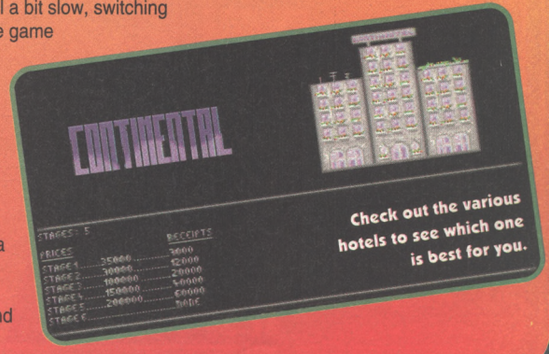
The best thing about Monopoly? Surely it's got to be buying hotels and then watching all the money roll in as the others all land on your valuable (or not) property. Well, imagine Monopoly with everything else taken out and you've got *Island*.

With between one and three other players, roll the die, move around the board and buy hotels. Keep improving them to bump up your earnings, and try to make your opponents bankrupt.

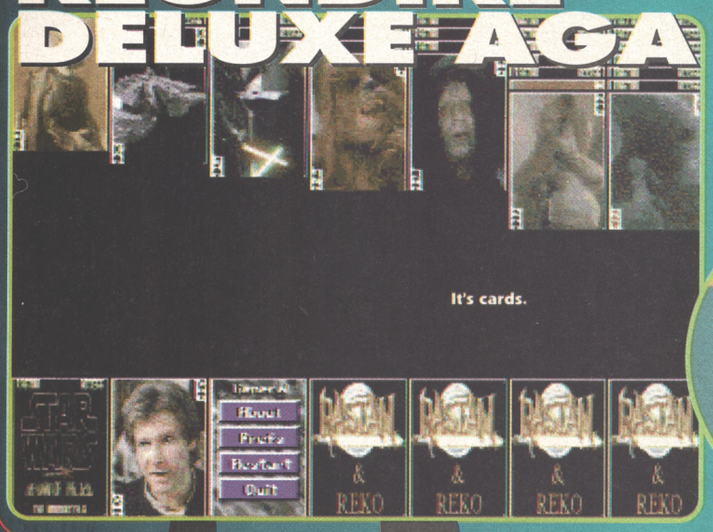
The board is pleasantly bright, and as the hotels improve in size and stature, the graphics complement the action. Unfortunately it's all a bit slow, switching from one part of the game to another, and everything would work so much better if little menus popped up in the game when you wanted to do something. As it is, it's neat and plays a decent game (if a little on the uneventful side), and is worth a look.



VERDICT: A simple concept, and indeed a simple game. Still, it provides some fun, and if you can get a couple of other people interested you can up the stakes and get the old adrenaline pumping. ★★★

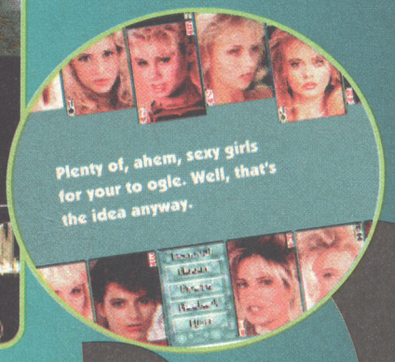


KLONDIKE DELUXE AGA



Online PD

Okay, so it's basically a card game. And just the one game at that. But this special AGA version has so many features, and is so well put together, that it would be a shame not to play it. It's a normal game of Patience, or Solitaire, or Klondike or whatever you want to call it, but with some subtle differences. The most obvious of these are the card sets. The game lets you choose from 20 different card sets (you get two with the game, but there are other disks available) and some of the them look great. The Star Wars one is especially good looking.



It also has loads of options to switch on and off and three difficulty levels, and when it comes to starting a new game, just clicking on an icon sure beats shuffling a new pack of cards and dealing them out. If, like me, you like playing cards but don't like all the effort involved *(Sheesh. – Ed)* then you'll love this. And the card sets add a great novelty value.

VERDICT: It's very pretty, and does everything it should do, and it plays a mean game of cards into the bargain. Ace! ★★★★

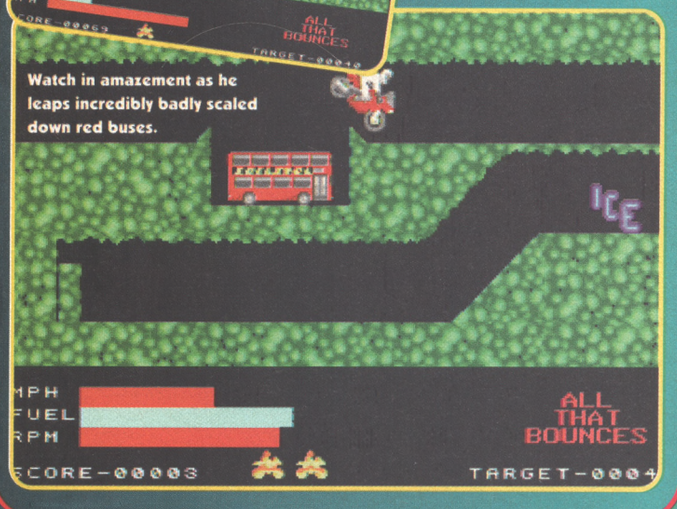
WHEELIE

F1 Licenceware

It's time for another classic (ie, old, but remembered fondly by someone, somewhere) Spectrum game to be given the Amiga PD treatment. *Wheelie* is a simple left-to-right scrolling maze game, with the player sat on a motorbike. Pressing left or right on the stick will alter the speed of the bike, and if you slow down enough, you can turn and drive the other way.

Knowing this, you've now got to negotiate the level ahead of you, picking the right course through it while avoiding hedgehogs, kangaroos, floating eyes and all sorts of other stupid obstacles. But being simple doesn't necessarily make it any good. The controls are fiddly and unresponsive, and the tedious level designs don't help matters. It's time we left most (if not all) of these Speccy games in the past where they belong, and concentrated on new game ideas instead. Unless, of course, someone fancied doing a version of *Back to Skool*, or *Exolon*, or *Cybernoid* or...

VERDICT: It wasn't very good when it first came out, and still isn't now. ★½



F1 Licenceware

Look familiar? They're hardly trying to hide the fact that this is 'inspired by' the adventures of our ovoid hero, but then that's not a bad thing I suppose.

It's very nicely put together, this, and runs nice and fast. And although there's a distinct lack of originality, this is a puzzly adventure game that should keep you going for a quite a while.

VERDICT: Not stunning. Not original. But quite a lot of fun. ★★★

GIDDY 2

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Right. So you've read the reviews. Don't believe a word of what I'm saying and reckon you quite fancy playing them yourself, do you? Fine. If you want to know where to get them from, ring the following companies for more information. Online are on (0704) 834335 and F1 can be contacted on (0392) 493580.

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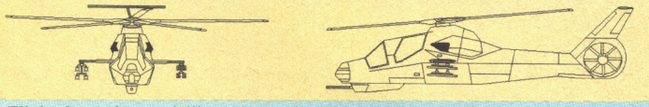

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Dear AP,
I'd like, if I may, to point out the following useful piece of information:

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Thank you.
Yours hello-Daniel-lly,
PS Mum, if you're reading this, by spooky coincidence, my own subscription is about to run out. Not that I'm hinting at all. In any way.

And, with Valentine's Day coming up, don't forget that an AMIGA POWER SUBSCRIPTION also makes a fitting modern alternative to 'boring' chocolates and flowers.

HEAPING OF SCORN winner

"SLIGHT MISTAKE ON PAGE 34"

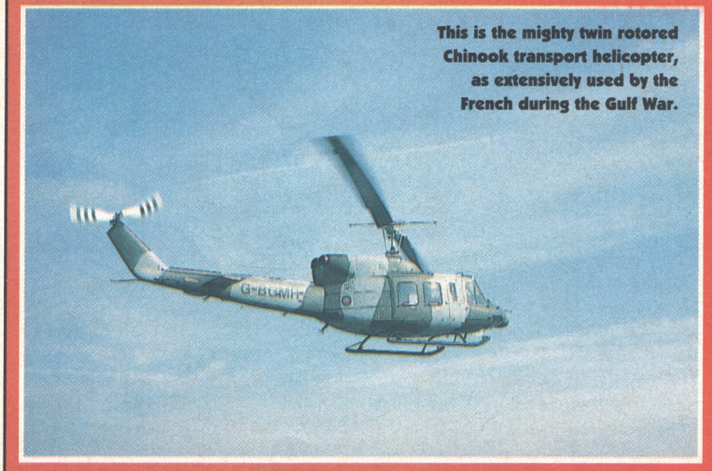
Dear Cam,
What can I say? Having just returned to England after spending 3 years at Euro Disney, I decided it would be a good idea to get back in touch with what was happening on the Amiga scene.

I sorted through the mags at my local newsagents and was drawn to AMIGA POWER. All I can say is that I made the right choice. Being a keen flight sim fan, I was particularly impressed with the comprehensive article you wrote on helicopters. But! and this is the reason I'm writing, I did find a slight mistake on page 34 of the mag.

Quote – "It's a Huey, as used in 'Nam"

Unfortunately not, I fear. Yes it is a Huey, but it's a Huey UH-1N, a twin-engined variant of the Huey. Although it made its first flight in April of '69, it never saw active conflict during the Vietnam war.
Yours sincerely,
Soliloquy Deale, Camberley

And not, for example, a single-engined Huey UH-1F, one of which is currently making its way towards Camberley to rake your goldfish pond with machine gun fire.



This is the mighty twin rotored Chinook transport helicopter, as extensively used by the French during the Gulf War.

"ME AND MY TOP MATE CARROT"

Dear AP,
Sorry, I don't understand. Has "Do The Write Thing" been transformed into the NME letters page? If not, why all the crap about Kurt Cobain? "This has seriously changed my opinion of AMIGA POWER, and I might not buy your mag any more," wrote a distressed 'Nirvana Fan'. Whoa! Seriously changing your opinion about something – have you had permission from Melody Maker? Also, I hate to disappoint you, but you not buying AMIGA POWER is hardly going to send Future Publishing into receivership, so don't throw yourself to the lions just yet.

Next up on morons' corner we had Roy Harris from Bolton who, if you remember, was deeply upset about Andrés Escobar and the resulting AP comments. Mr Harris stated "I am a football fan and I failed to see the funny side of it." Blimey, a football fan who didn't get the joke, whatever next? A veggie who doesn't eat meat? You mad fools.

And finally... Tedious football management games, and aren't they crap? Now if you could get a game where you actually see the players sort of runnning around and that, it would be great. Mind you, I'd never have time to play them anyway as all my time's taken up posing for photos and making up totally wacky names for me and my top mate Carrot Tree Rain Curtain Head Dude. These number crunching games simply devalue human life and it's like, we're all just numbers, two dimensional and flat and they're like, winning. You know, Mr Big. No, Big Brother, that's him. He's bad, man. So let's stand united against the evil from within and make this a victory for the common man. A victory for something that matters. Amen.
A Partly Toasted Cheese Sandwich, Kent

A promising start, but we can't help thinking that you lost it a little bit near the end. Five out of ten.

"I NO AMIGA ARE BEST"

Dear AMIGA POWER,
I don't often buy your magazine, but today I thought I may as well. I got home and placed *Aladdin* into my A600 and it didn't load when I opened the magazine and looked inside it said A1200 ONLY on the front of the disk in minute print it said A1200 only. I was thinking of buying a Super Nintendo so I could play *Aladdin* but I no Amiga are best. After this experience I shall never buy another AMIGA POWER in my life, and as for giving up on SNES, no way.
Yours,
Stupid Ford, Bournemouth
PS I would be grateful for an apology of some kind.

An apology? We should apologise to you because you didn't spot the enormous A1200 ONLY label on the front? We changed the A1200 logo to A1200 ONLY for folk like you who can't make the synaptic leap that a game labelled A1200 will ONLY WORK ON AN A1200.

"IT REALLY HURT"

Dear Everyone,
I went to see Punt and Dennis last month and they were really funny, which surprised me 'cos they were crap on the telly. I'm looking forward to December because I'm going to see Carter USM in the Vic Rooms in Bristol. And also it's Christmas in December! My girlfriend has bought me *The Settlers* for Christmas, so roll on the 25th!

I crushed my finger in a machine at work last week and it really hurt. Oh, by the way, regarding your review of blah blah, yackity shmackity, moan, moan, etc. Ha ha!
Lots of love, but no funny business,
Mark Lewis, Bath

That's nice. We're happy for you.

"NOT HAPPY WHEN DROWNING"

Dear AMIGA POWER,
I've compiled a list of the TOP 5 CIRCLES in Amiga gaming:
1. SYNDICATE After a hard day's

DO THE write thing

butchery, there's no better sight for sweaty (but happy) cyborgs than the big red circle on the radar map. Home time! Jellied eels.
2. EXILE The little circle that bounces all over the place in this game is in fact Fluffy, a friendly alien chum. Fluffy likes to go into cracks and retrieve objects for you. Fluffy is fireproof but is not happy when drowning.
3. PANG This is very satisfying for me. If I shoot the big circles, they split into smaller circles, therefore achieving greater enjoyment.
4. IK+ Good value for money in this game. Plenty of circles bounce around angrily, tring to knock the player over. There is a friendly shield to help fend off their advances.
5. CENTREFOLD SQUARES – Several circles in this game. You'll have to excuse me now.
Yours sincerely, **Alex Smyth, Sheffield**
PS I can never wait for the next issue of AMIGA POWER, so I put a sticker on front of the magazine with the day's date on it. The next day I change it for the new date, and so on, therefore I get a new issue of AMIGA POWER every day.
PPS Could you please stick a lolly on the front of the mag? It would have to be fixed on securely 'cos kids'd nick 'em.
PPPS I'm a mushroom lover, some would say I'm a fungi fancier. But that would be kinky, so I wouldn't go that far.
NATCHurally.
Oh yes, OH YES!,
GOTCHA!

Mmm, and only a month late. Congrats.

"I OWN AN AMSTRAD"

Dear AMIGA POWER,
Why are you so against discussing printer problems for the Amiga? *(Uh-oh. – Ed)* In my experience, everyone who owns a computer sooner or later wants to print out something – even perhaps write a letter to you! They are going to turn away from Amigas if their needs are not catered for.

You take money from advertisers who supply printers and ribbons, cartridges etc, and yet don't want to have anything to do with their products. Aren't you being a little mean?

Go on – what's wrong with the occasional short article giving help with installing printers? The Amiga is designed to add on a printer, so I can't understand why you so steadfastly ignore this. I have yet to find an Amiga magazine which even discusses printers, let alone their problem, so you have a great opportunity to extend your market.

I own an Amstrad and subscribe to PCW Plus which is ever ready to solve ANY problems as well as reviewing software, including games. So where is your problem? My son owns an A1200 and a bubblejet printer which he is having problems installing. Witnessing this, and reading your magazine, I have to say that I am not impressed with Amigas, and on this evidence of poor support for customers, would not advise anyone to buy one!
Yours sincerely,
Limpid Boyle,
Isle of Man

Hello?

"VEGETABLE IS GOING"

Dear Cucumbers,
Putty Squad was reviewed in September by your good selves, yet as I write this, I've not seen it in any shop, anywhere.

Rise of the Robots is in the shops, yet you haven't reviewed it. WHAT THE VEGETABLE IS GOING ON?

I refuse to buy a game you've not reviewed.
Alex Tomato, A northern shire

Normally we're sent review copies of games a few weeks before their release, giving us time to evaluate them properly and tell you all about them in advance. With Rise of the Robots, *however, we were given the option of either travelling to Mirage's HQ and spending a few hours 'reviewing' it under their watchful eye, or waiting until a just a couple of days before it went on sale and doing the job properly in our own time. We waited, obviously, with the inevitable result that* Rise of the Robots *was topping the charts several weeks before our review appeared. Sorry, but there wasn't much else we could do.*

As for Putty Squad, *System 3 tell us they've held back the release until they've finished the Nintendo and Sega versions, so it won't be out until the new year (which is now, in fact). Do buy a copy, though, as it's great.*

"WHAT IS STUART CAMPBELL?"

Dear AP,
Being one of your newest converts (AP has got to be one of the funniest mags around), I'd just like to say that it's good to see that the spirit of Your Sinclair lives on. Before I spill the beans, though, a couple of questions:
- Who or what is Stuart Campbell?
- Are all your letters made up? Is this one?
- Do you know roughly how many people buy AP when they haven't got an Amiga, or am I the only one? Maybe you could do special APs without coverdisks for us Amiga-less people and drop the price.

But I digress. I'm writing in to answer what seems to be a right chestnut of a problem with the word na– *(Snip. – Ed)*

Who's Stuart? He's, you know, Stuart. AMIGA POWER has NEVER made up a letter. And as for your last question, we neither know nor care to find out. Next!

"THAT STUART HAS GONE"

Dear AMIGA POWER,
Now that Stuart has gone I would like to say that he is a whimsical tattoo on the buttocks of humanity.
Now that Steve has gone I would just like to say that he is a grainy polyp of humanity.
Johny Tough,
Westward Ho!

"REALLY BURNT MY CUSTARD"

Dear AMIGA POWER,
Good evening. I've been a loyal AP fan since issue 12 and it's still as funny as it was then. I'm a normal, everyday person and I find the letters page severely funneeee, but just recently some A500 owners have really 'burnt my custard.'

Now then, the A1200 has been around for over two years and about half of all Amiga owners have one, so why shouldn't AP put A1200 demos on the cover? I mean, the A500 is almost seven years old and it shows. Times are changing, and these days, if you don't keep up with technology, then... you get... left behind (sorry).

It's the same with PCs. If PC owners don't keep their machines up to date, they can't play the latest, coolest games. So, A500 owners, you have three options:
1. Upgrade to the latest technology and play cool games.
2. Don't upgrade and then whinge a lot while your A500 sinks into OBLIVION.
3. Enjoy the demos on AP that DO work on your A500.

I'm sorry for being so nasty about A500s (after all, I used to have one) but then again, life is nasty. HAH HAH HAH!
Goodbye.
Signing off,
Birkling, Chesterfield.

Harshly put perhaps, but pretty much underlining AMIGA POWER's sentiment. We can only report on the changing face of the Amiga game scene, which is sliding more and more towards the A1200. What can we do if fewer and fewer A500-compatible games are produced? We can't write the flipping things ourselves, can we?

"BITING THEIR PEN TOPS"

Dear AP,
I'd just like to say that if Bullfrog make a *Syndicate 2*, they should add a two-player option and the weapons they promised ages ago. I'm sure that running around a city shooting your friend with a shotgun might not sound that great in real life, but in a split-screen it would be, quite literally, bloody good fun. Lastly, I thank you for putting such excellent games on your coverdisks, *Gravity Force 2* being by ➤

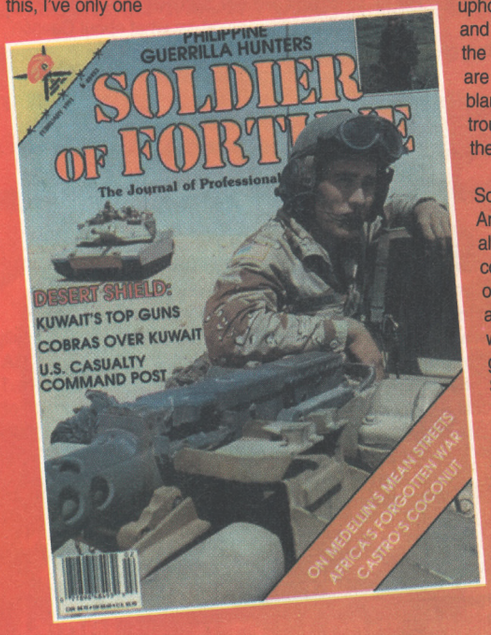
AP SWEATSHIRT winner

"THOU POSTURES AND SERMONS"

Dear AP,
As a long-time reader of your magazine, I've always noticed the particular "attitude" of its staff in the face of sex, violence and bad language in both computer games and movies, for which you've sometimes come under criticism, and your no-nonsense, even brutal approach to game reviews. About all of this, I've only one thing to say:

BY ALL MEANS CONTINUE THIS WAY! I've bloody had enough of all these politically correct, coercive utopian, age-of-the-wimp knee-jerk liberal whiners with their self righteous, moralistic, holier-than-thou postures and sermons on the adverse effects of computer games/movies/books/comics on poor, misguided Joe Public's mind. It is good to see a magazine that both upholds the customer's rights and takes a stance against the New-Age Inquisitors who are ready to put all the blame for modern society's troubles on everything but themselves and their peers!

AMIGA POWER is the Soldier Of Fortune of Amiga gaming, and although I buy other computer mags, it is the one on whose politics I agree with most, and on whose reviews I buy games. Keep up the fight!
Sincerely, David Cuciz, Lugano, Switzerland



Phew. You had us worried at the beginning there, but then comically changed tack at the beginning of the second paragraph.

DO THE write thing

far the best.
Bye for now,
Richard Stokes, Shrewsbury

We agree with Richard.

"I LOVE HER"

Could you pleeeeeeeease wish my mum a very merry Christmas as I love her lots. Thanks a lot,
Andrew Lawrence, Croydon

Aw. We hope you had a smashing Christmas, Mrs Lawrence.

"SANDWICH ANONYMOUS OR PEANUTTETTE"

Dear AP,
I write this letter to ask for your help. Whether this letter will reach you is unknown to me. I tied this letter to my dog the other day and let him escape through the ventilation shaft. Why your help? Because it is all your fault. I wish I had never made that first Breakfast Sandwich! Damn you! Damn your Breakfast Sandwich! I AM ADDICTED TO THEM! Do you know what I have to do to get them? I steal money to buy the ingredients or, if I can't find any money, I'll shoplift instead.

After many weeks in a jam-induced blur, I decided to try to quit, but where can I get help? There are no Breakfast Sandwich Anonymous or Peanuttette Patches, so I decided to go cold turkey. I locked myself and my dog (for company) in the downstairs toilet with a padlock. I fell asleep hungry and when I awoke I found myself in the kitchen eating a Breakfast Sandwich. I felt so dirty, so unclean, and cried myself to sleep.

The next night I locked myself in the toilet and flushed the key down the bog. I need help. If I don't get help soon, I'll break free and OD on Breakfast Sandwiches. Help!
Trent Reznor, Cumbria.

AMIGA POWER cannot accept liability for injury or illness caused directly or indirectly by recipes printed within its pages. Your statutory rights are not affected.

"CANNON FODDER: THE MOVIE?"

Dear AP,
If Streetfighter 2: The Movie is a big success (which it will be) and they go on to make a sequel, what will it be called? Streetfighter 2, 2? Streetfighter 3? Streetfighter 2: The Movie 2? Streetfighter 2 Championship: The Movie? What? What?

All great films have computer games made of them, and now they're going the other way round, so what about Cannon Fodder: The Movie? And how about plays and things becoming games? How about *Macbeth: The Game* or *Anton Chekov's The Cherry Orchard*?
The Mad Potato, Bolton

"ALL OF THEM SHOULD STOP"

Dear Mr Davies,
The subject in question is coverdisks. I was appaled when a friend of mine recently stated that he only bought magazines for the coverdisks. I personally buy Amiga magazines, especially AMIGA POWER for the reading contents within. I now believe that Amiga magazines, all of them, should stop giving away coverdisks for about three or four months. This would show who the loyal readers really were.

I hope this suggestion has opened the discussion further and will act as a catalyst for many other letters.
Yours faithfully,
Dale Norman, County Durham

An interesting idea Dale, but isn't that going a little too far. We like to think that everyone buys AP because it's funny and informative, and that the coverdisks are an additional bonus, but is that how you all think? Do tell.

"HELL IS IT? IT'S BLOODY FREEZING"

Dear AP,
Actually, I'm missing my old A500 a bit. I don't suppose there's an A500 emulator for the PC is there? I wish to complain about university. It's not fair, you have to do your own cooking here, I wish to complain about that. And I've got a cold. I wish to complain about global warming too. Where the hell is it? It's bloody freezing here.

Well, I'd better be off now, as I've run out of things to say, except that whatever Isabelle Rees is on, I could do with some. Particularly in the mornings. Is it Red Bull energy drink by any chance?

How's Bob?
Steven Bosanko, S.Bosanko@east-anglia.ac.uk

We don't know what Isabelle Rees is on, and as far as we know Bob is just fine. Last we heard, she was recovering nicely.

"A FEW HUNDRED PEOPLE AT THE MOST"

Dear AMIGA POWER,
What happened to *Spodland*? Are The Hidden still working on it, or have they given up? It did seem an interesting game, so if they ever finish it, will it be on your coverdisk?

On the subject of coverdisks, I think you should drop then in favour of PCMCIA smart cards, just to make all the A500 owners feel even more alienated. After a few months of that you could move onto CDs, perhaps ones which only work on the CDTV so that only a few hundred people at the most could use them.

I really don't understand why all the A500 owners complain about you. You give them a gift and all they can do is complain that A1200 owners get a bigger gift, and before anyone asks, no I haven't got an A1200, just a 600, but I can appreciate that a blank disk costs about the same as the extra that you charge for extra coverdisk issues, and I've noticed that A1200 only games generally come on a separate disk from the others.

And finally, do you all like Marmite? Personally I hate it, I really can't stand it, but pretty much everyone I know loves it.
Bye for now,
Adam Noble, Hove

Most of us love it to and always have, Steve has grown to like it and Jonathan Nash hates it. Spodland*? We really don't know, but will no doubt tell you if anything interesting ever happens.*

"A FERRET IN THE POST BOX"

Dear AMIGA POWER,
A couple of days ago, I posted you a really brilliant letter. Every loyal AMIGA POWER reader has at least one truly brilliant letter in them which should be released before they die. And this was mine. Sadly, some vandal had put a ferret in the post box and it ate all the letters. Since my letters come straight from the heart, I don't have a copy and I cannot remember what I wrote because I took a blow to the head immediately after posting it. I cry myself to sleep most nights now. All I can do is light a candle every morning and think of what might have been. This has got to be the saddest letter you've ever received.
Alex Smyth, Sheffield

It depends how you define sad, Alex. If you mean "feeble minded and pathetic" then the saddest one we ever had was the Amstrad PCW owner complaining about our lack of printer support. If you mean "emotionally draining" then yours was fairly sad, as this tear-drenched page will testify. And what do you know?

On that note, we're out of space. For the letters. Again. Bye bye then.

AND ANOTHER THING...

Why can't you tell Future Publishing to make your magazines waterproof so I can read them in the bath?
Neil Thornely, Sunderland

Why do you think?

Ta very much for the mouse mat with the huge novelty breasts on it (Letters, AP41). Rodent manipulation since has been a joy to behold for all concerned.
Steve Browns, Chepstow

No problem whatsoever.

Sensible Software nick Stuart Campbell from you and then refuse to write games for the Amiga. Some cheek, huh?
The Chairman of the Mary Whitehouse fan club

Yeah.

On page 61 of AP44, you showed a screenshot of Cojutepeque and a caption that read "It's the Colombian Premier Division." Now as any football fan can tell you, Cojutepeque do, in fact, play in El Salvador.
Mick Aitken, Datchworth

Spanner.

Can you send me some of that Red Bull stuff, 'cos it's illegal here in good old tolerant Holland. Tolerant? Maybe, but not very consistent. Cannabis is (virtually) legal, but an energy drink isn't.
Thijs Vissia, Apeldoorn, Holland

Sorry, but we've moved on to F-Max.

AND THAT ADDRESS,

don't forget, is:
Do The Write Thing,
AMIGA POWER,
30 Monmouth Street,
Bath BA1 2BW.
Cyber Otaku Matrix-Jacking Guru Overlord High Wizards can email us at: ampower@futurenet.co.uk

CANNON FODDER

THE OFFICIAL PLAYING GUIDE

Travel to strange and exotic countries. Meet interesting people of ancient cultures. Then kill them. That's what *Cannon Fodder*'s all about. But this kind of high body-count genocide requires much, much more than an itchy trigger finger and a willingness to shed blood for little or no reason.

You need THE OFFICIAL CANNON FODDER GUIDE, packed with hints, tips and a complete solution. Relinquish your moral obligations by following detailed instructions to the very end of the game, and then claim you "were only following orders." It worked for Lt William Calley, and hey, it might just work for you.

SYNDICATE

THE OFFICIAL PLAYING GUIDE

Cities are big. Cities are scary. Cities would be much more fun if you could stroll along the streets with four special pals armed to the teeth with mini-guns and flamethrowers. If only real life was a bit more like *Syndicate*, right kids?

Taking over the world's never easy, which is why disgraced ex-AMIGA POWER writer Richard Longhurst has packed out 165 pages with complete solutions to all the *Syndicate* missions PLUS the American Revolt data disk. All hail Rich Longhurst! All hail the powerful iron-fisted benevolence of the Corporation!

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THE BOTTOM LINE

In much the same way as 19th Century occultists compiled reference works listing the name of every demon in the netherworld, so AP presents here a full breakdown of all the latest games.

THE BOTTOM LINE
(AND HOW TO UNDERSTAND IT)

★★★★★ Him ★★★★★ His Son
★★★★ Archangel ★★★ Human
★★ Archdaemon ★ THE CLOVEN HOOVED ONE

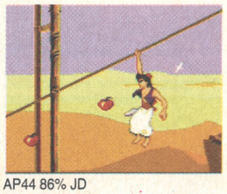
The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price

Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All Time Top 100, its position comes next, followed by the mini-review

and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about just about every full price game that you're even slightly likely to think about buying.

WHO'S WHO CW – Cam Winstanley ● DG – Dave Golder ● JD – Jonathan Davies ● JN– Jonathan Nash ● CL – Chris Lloyd ● RP – Rich Pelley ● SC – Stuart Campbell ● JA – James Attwood ● PM – Paul Mellerick ● SF – Steve Faragher ● SM – Steve McGill

ALADDIN
Virgin £30

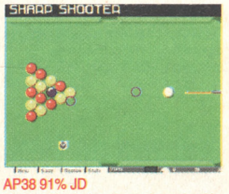


AP44 86% JD
A handsome conversion of the Mega Drive game, which plays slickly and breaks up the platform stuff with a couple of chase levels and bonus games. But, like all these post-*Cool Spot* platformers, *Aladdin* suffers from a severe lack of longevity. It's highly impressive while it lasts though.
★★★★

APOCALYPSE
Virgin £30

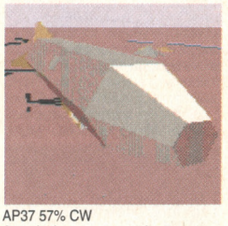
AP37 80% SC
It's *Choplifter* for the '90s. A straightforward and old fashioned arcade game. It's got pretty scenery, realistic little men to shoot and hostages to rescue and loads of different power-ups to collect. In fact, it conjures up the image of the best Vietnam movie you've never seen. There're only five levels and a limited number of strategies to employ, so it may not have the lastability expected of a game costing thirty quid, but you're only going to finish it in one night if you stay up all night and go bleary-eyed, that's for sure.
★★★★

ARCADE POOL
Team 17 £10



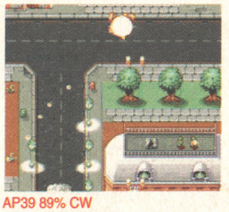
AP38 91% JD
It's just like being down the pub with all the lads from Team 17. Only better. Options galore, and great computer opponents. Best of all, check out the Speed Pool.
★★★★★

ARMOUR-GEDDON 2
Psygnosis £30



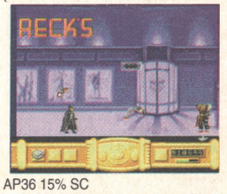
AP37 57% CW
A tactical war game set in a post-apocalyptic desert or something. You've got to race against time to avoid being slaughtered by a load of genetically deficient mutants from Dundee, or somewhere equally exciting as that. To avoid this embarrassingly horrific scenario, you've got to mine valuable ore that allows you to build tanks and other weapons systems. Control is icky and overly pedantic. Expect predictably high marks from other magazines 'cos it looks good.
★★

BANSHEE A1200
Core £26



AP39 89% CW
SWIV with planes, or *1942* with helicopter and jeep but with planes, or *Dragon Spirit* with planes but with helicopter and jeep but with planes. And good. Graphically quite beautiful in an attractively nasty way (you get to strafe ground troops, who clutch their chests, look up with infinitely sad eyes then jet blood and crumple to the floor) and supremely playable. There are only four levels (the reason it's not a 90%+) but they're long ones, and slightly wider than the screen (so you can dodge around *SWIV* fashion). Plenty of power-ups which are highly selectable, plenty of monsters that are alarmingly competent and altogether rather a lot more fun than that. And no in-game music. Yippee.
★★★★★

BATMAN RETURNS
Gametek £15

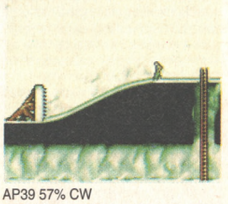


AP36 15% SC
Mind-alteringly unpleasant beat-'em-up with appallingly little control and truly shoddy graphics. Harder than *Project-X*, but without the saving grace of looking nice into the bargain You'll never see level three, largely because you'll have died of boredom and won't be bothered to get there.
★

BATTLETOADS
Mindscape £20

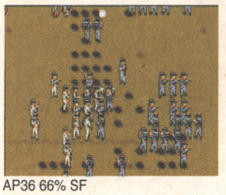
AP42 9% RP
Neatly varied but otherwise 91% terrible multi-stage beat-'em-up. ★

BENEFACTOR
Psygnosis £26



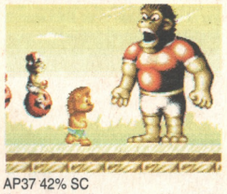
AP39 57% CW
Basically sound *Lemmings*-ish platform game marred by preposterously (and needlessly) small graphics. It's not as if you have to see so far ahead or anything (and anyway there's an option to scroll the screen if you really feel the need). The argument is that the tiny graphics mean huge levels of vast complexity, which is true, but a brimming mugful of gnawingly stupid flaws whack the gameplay full-bloodedly over the head until it stops squirming feebly and dies. Try these: unspottable traps. Unavoidable monsters. Long falls that kill you. No restart points. Levels that reset when you lose. Mmm. *Benefactor* is only for people who find the idea of trying to jump on to a moving ledge using a control method whereby you hold down fire to jump in a parabolic curve and let go to drop like a weighty rock marvellously appealing.
★★

THE BLUE AND THE GRAY
Impressions £35



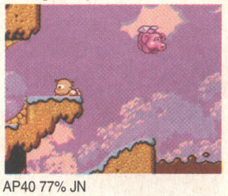
AP36 66% SF
Everyday American Civil War wargame, notable only for a strange habit of always making one side much stronger than the other. Dull.
★★★

BRIAN THE LION
Psygnosis £30



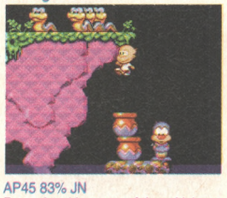
AP37 42% SC
If you made a list of everything you hated about cute character platform games, then compiled another list of things you really really hated about platform games, you'd be shocked to realise that *Brian the Lion* possesses just about every single category on both lists. It's a shame really. Brian tries really hard to overcome the handicap, his platform world is beautiful and possesses some neat hardware tricks, but it's all to no avail. The lame gameplay is just too much for Brian to overcome, the poor little love. ★

BUBBLE AND SQUEAK A1200
Audiogenic £30



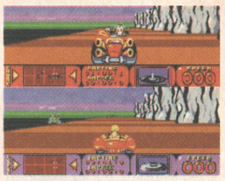
AP40 77% JN
Superior platform game with splendid graphics and unexpectedly good music that involves shooing a stupid blue thing to faraway places so he can help you get across that one dangerous bit. Large (but never empty), varied (there are bonus levels, hidden bits and a shoot-'em-up sub-game) and really very good fun indeed, it's tragically spoiled by needlessly tricky mechanics (it's all too easy for the blue thing to blunder off a ledge when following you) and a foolish hurry-up feature which fills the level with water, so if you make a mistake near the end of a screen, you drown.
★★★★

BUBBLE AND SQUEAK A500
Audiogenic £26



AP45 83% JN
Properly taking note of the criticisms of the A1200 version, Audiogenic have substantially increased the fun factor by beefing up Stupid Blue Thing's intelligence levels to a point where he no longer falls from a ledge if, for instance, he feels like it. Uses the CD32 joypad as well. But the watery time limit's still too nasty.
★★★★★

BUMP 'N' BURN
Grandslam £26

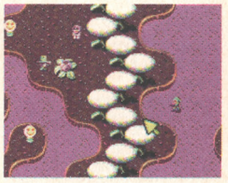


AP40 70% SM
A great idea – *Mario Kart* in the style of Wacky Races – comes apart at the seams due to an inability to grasp what made *Mario Kart* such fun in the first place. The tracks are too long so you spend ages scenery-watching, the competitors bunch together so you spend a few more ages scenery-watching, and you don't even need to use the comedy power-ups as you can pass the other cars by flooring the accelerator. Er, only to see them retaliate by strangely and suspiciously stumbling across convenient turbo-chargers. Mmm. Expansively disappointing.
★★

BURNTIME
Kompart £30

AP40 74% SM
Ugly strategy game involving traipsing around a post-apocalyptic desert and gathering a happy band that will have some chance of survival. It's sort of Mad Maxish (but without the vehicles), sort of Duney (but without the spice stuff), a bit unfair (you'll get killed a lot before you find out where everything is) and endorsed by Greenpeace. It is fun, though. Sort of.
★★★

CANNON FODDER 2
Virgin £30



AP44 89% CW
Disappointingly, a data disk rather than a sequel, and one that inexplicably takes our muddy, terrified heroes out of the grimly realistic warzones where they belong and shoehorns them into an implausible time-travelling plot. The quality of the levels isn't affected – the design is consistently better than the original's, and it's far more of a tricky trickster – but fighting blobby aliens on blazingly purple planets 'feels' wrong for the game. Rather more importantly, *Cannon Fodder 2* is outrageously expensive considering there's nothing new in there at all. It's still brilliant, but pointedly less so.
★★★★★

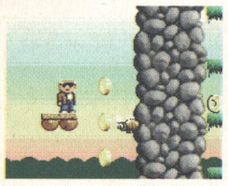
CHAOS ENGINE A1200
Mindscape £26

AP34 91%
AP Top 100 No. 29
A1200 upgrade to the ubiquitously adored original. Not too much difference graphically or playability wise, but everything does tend to look 'zingier' and better defined. If you've got the original ➤

On sale Tomorrow 19
FREE

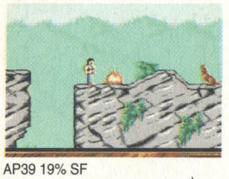
A500 version, it's not going to be worth your time rushing out and buying this. If not, then what are you waiting for. ★★★★★

CHARLIE J COOL
Rasputin £20



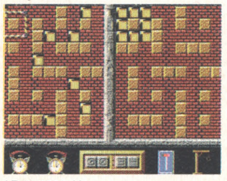
AP43 45% PM
A below-average platform game. ★

CLIFFHANGER
Psygnosis £15



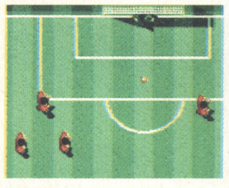
AP39 19% SF
The world's worst film licence. ★

CLOCKWISER
Rasputin £13



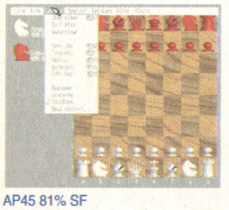
AP40 79% JA
Bricky puzzle game where you have to rotate blocks to recreate a given pattern before time runs out while dealing with the usual complement of bombs, traps, indestructible walls and teleports. Expectedly shoddy graphics, typically annoying gameplay, unsurprisingly terrible learning curve and predictably addictive. Almost *Lego'X*, really. But not quite.
★★★

CLUB FOOTBALL: THE MANAGER
Teque £30



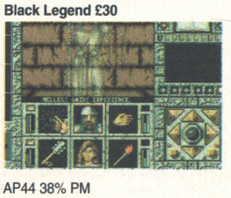
AP43 52% PM
A 2%-above-average football management game. ★

COMPLETE CHESS SYSTEM
Oxford Softworks £35



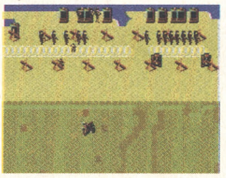
AP45 81% SF
Chess.
★★★★

CRYSTAL DRAGON
Black Legend £30



AP44 38% PM
Pick an RPG, any RPG – it's more than likely to be better than this redundant *Dungeon Master* clone.
★★

D-DAY
Impressions £35



AP40 51% JD
Impressions seem bizarrely proud of their jealously guarded Micro Miniatures construction kit, and here's another wargame to make Dave Golder so glad it hasn't been released in a SEUCK-like manner. Every popularly held prejudice against wargames is confirmed by *D-Day*, and it takes as its starting point the day of the landings, so robbing you of any chance to do it yourself. (Surely the main attraction for restaging historic battles). Barely passable for fans of brain-haemorrhagingly tedious number-crunching, slightly more tolerable if you also enjoy playing with impossibly small graphics that are the same colour as the main map.★

DANGEROUS STREETS CD32
Flair £26

AP35 3% SC
One of the worst games we've ever seen and it was used to promote the CD32. Aaargh. Luckily Commodore have seen the error of their ways. Stunningly poor gameplay, stunningly poor graphics and stunningly poor sound. Alternative recommendations for use of the CD that the game comes supplied on are; burning, scratching, hammering and breaking.★

DARKMERE
Core £30

AP37 69% JD
It's an RPG with no distinguishing characteristics other than pretty graphics. The main focus of the game though, rather than the pretty graphics, is the menu system which you use to issue commands and the like. The plot is weaker than standard RPGs' (which are usually weaker than a weak thing) and that is basically the game's downfall. Staunch RPG fans will love it for the cute edible bunny rabbits.
★★★

DRACULA
Psygnosis £20

AP39 14% JD
The world's other worst film licence.
★

ELFMANIA
Renegade £26
AP39 61% SC

Pretty but vastly disappointing beat-'em-up with no sense of weight to the characters and a perfectly dreadful method of performing special moves that might as well light up a neon sign above your head saying, "Look out, other player – I'm about to perform a special move." There's a clever bit where you're fighting for money so you can hire a better character, but it all goes disastrously wrong in practice because the figures are fiddled to prevent you having a reasonable stable of fighters. And the tough people are so tough (and the weak ones so weak) that the fights are horribly unbalanced. The worst thing is, we said all this at the preview stage, but the programmers have taken not a jot of notice. Fools.
★★

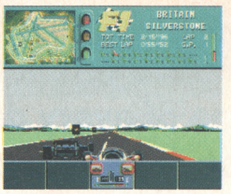
EMBRYO
Black Legend £26

AP43 62% CW
Potentially staggering 3D flight sim (sort of like *Guardian*: ie, *3D Defender*) which blows it completely by having monsters that are far, far too tough. It's amazing no one picked up on this – it really does kill the game stone dead. And there's all that attention to detail and the serial-link option as well. Wasted. Utterly, utterly wasted. The A1200 version scored 70% for additional speed, but it really just highlights the missed opportunity. ★★

EMPIRE SOCCER
Empire £26

AP40 90% SM
If *Sensi* is the big red Routemaster of football games, then *Empi* is the hardy commuter running along behind, forever off-balance and leaning forwards in a futile attempt to catch hold of the metal pole, never quite managing it but putting up a passenger-pleasing, sprinty try all the same. It's nothing at all like 'real' football, instead concentrating on top Robo Hunter story Football Crazy-like special moves such as banana shots which curve through 90° and powerdrives which horribly injure the keeper. The pitch is short and square, you can take out three people with a sliding tackle and it's riddled with small and endearingly silly bugs (throw-ins and corners are more or less randomly allocated regardless of the team at fault), and it is, really and truly, *Speedball 2* in shorts. There's no doubt about it, this is certainly one of the top five games of 1994.
★★★★★

F1
Domark £26
AP34 90% SM
AP Top 100 No. 16
Rewritten version of *Vroom*. Now includes a split screen two player option. Runs at a full 25 frame update in 'Turbo' mode on an A500 and an astounding 50 frame update on an A1200. *F1* is without a doubt the

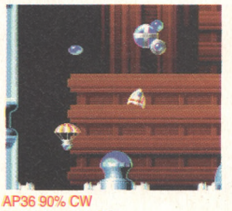


fastest racer on the market and the best thing of all is that gameplay and handleability are not sacrificed despite the speed. If you're in the market for a seriously good, seriously fast racer, or the tyres on your other racing games are starting to go off and look a bit tired after years and years of high speed, redlining engine-revving action, buy this little beauty. It's one of those games that quite literally blows away the competition.
★★★★★

FIELDS OF GLORY
Microprose £30 (£35 AGA)

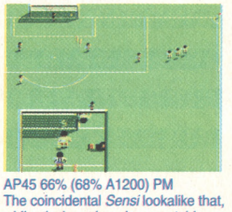
AP44 61% CW
Waterloo wargame swathed in options and featuring an ingenious three-scale map system tempting you to follow single units instead of examining the Big Picture and so fall foul of the Fog Of War. But it blows it all horribly, because – insanely – the game doesn't take terrain into account. So you just run everybody straight at each other and see who crawls out alive. Mmmm.
★★

FLY HARDER
Buzz £10



AP36 90% CW
CD32 £15 72% SC
Great *Thrust* derivative that's included here despite being a budget game because (a) it's so good, and (b) it's an original CD32 game as well. Get it on floppy, though, because it's so ferociously hard that playing it with a keyboard is your only chance of success.
★★★★★

FOOTBALL GLORY
Black Legend £26

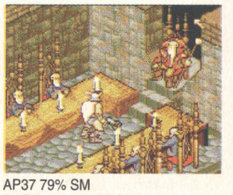


AP45 66% (68% A1200) PM
The coincidental *Sensi* lookalike that, while playing a largely acceptable game o' football (aside from the idiot ploy of having the computer opponents 'slip up' by rocketing the ball into their own net or something, rather than playing poorly) pales in comparison with *SWOS*. There are mechanical troubles as well: the jolly collection of special moves are wasted because the computer teams don't give you time to set them up before legging it with the ball; the aftertouch is madly sensitive; and the passing is problematically inaccurate. Interesting, but flawed. The AGA version's slightly faster, with better sound.
★★★

GUARDIAN CD32
Acid Software £30

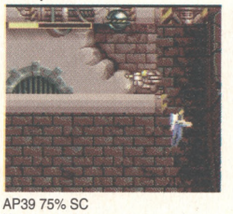
AP43 90% JD
Defender. In first-person 3D. On the CD32. Buy it. Because you know we're right.
★★★★★

HEIMDALL 2
Core £35



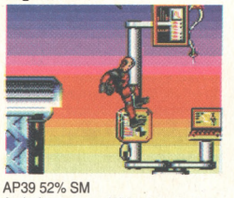
AP37 79% SM
A 3D-Isometric RPG which despite the hype and overly high scores in certain other magazines, does nothing to push back the bounds of this type of game; a major quest broken down into sub-quests which have to be completed before you can proceed. Some of the puzzles involved are simple, others are convoluted, and others are just downright impossible. It'll take a long time to complete, but doesn't offer enough to justify the exorbitant price of thirty five quid.
★★★★

IMPOSSIBLE MISSION 2025
Microprose £35



AP39 75% SC
Not so much a sequel, more a game suspiciously similar to the round of uninspired platformers that came out about the same time as the first *Impossible Mission*. Microprose's infinite wisdom has it that the tightly focused, puzzle-oriented gameplay of the original was a Bad Thing, so *Impossible Mission 2025* sprawls formlessly and concentrates on silly feats of leaping which are made pointlessly more difficult by the inflexible jump mechanism. What puzzles there are are more than slightly dull, and not even the new power-ups (like handy shields and a fab jetpack) enliven the action. Damningly, the most entertaining thing about this game is the C64-perfect original *Impossible Mission* you get with it.
★★★

INCREDIBLE CRASH DUMMIES
Virgin £26



AP39 52% SM
A platform game. With guns. And dummies. That lose limbs. And then regain them. With unbearably predictable consequences. It's not very good. Really.
★★

INNOCENT UNTIL CAUGHT
Psygnosis £30
AP35 81% CW
Psygnosis make an attempt at usurping *Monkey Island*, both for humour and likeability with their not so heroic hero, Jack T Ladd. Point

and click adventure with some less than standard features, adds to the flavour of this inter-galactic romp. Your hero has only 28 days to cough up the equivalent of a planet's debt or else it's the equivalent of the Inland Revenue's Death Star. Recommendable. ★★★★

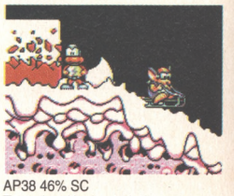
INTERNATIONAL SOCCER
Zeppelin £10

AP38 23% JD
Worth buying if only for the comedy factor. You and a friend will hoot with laughter at the derisory speed of some of your players. Other than that it's crap. ★

ISHAR 3
Daze £33

AP41 50% CW
Entirely uninspired first-person perspective RPG which is still living in 1985 (walk around some mazes, find someone, walk around some more mazes to find the object that someone wants, return it to be told someone else is waiting for you in another maze) and chokes any chance of excitement with barely noticeable character interaction (non-plot vital citizens are just scenery) and extremely dull fights. Does all the wrong stuff with external and hard drives as well. The fact you can load in your favourite party from the prequels sort of gives away the lack of interest in mass appeal, but that doesn't excuse the overwhelming tedium of it all.
★★

JAMES POND 3
Millennium £30



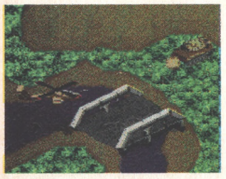
AP38 46% SC
Touted as 'the best platformer ever', this sadly fails to deliver. Although it's huge and there are loads of secret rooms which should offer loads of potential, it's very annoying to play. There's even a (dramatic gasp) slippy-slidey ice world. No, no, no.
★★

JET STRIKE CD32
Kompart £26

AP42 81% CW
The control problems and disk accessing time, which foxed the original version's high-octane air-to-air and air-to-ground fireball antics, have here been eliminated, which is

a Good Thing. The in-game tunes have been replaced by some actual musical numbers with singing and everything, which is a Crime Against Humanity. Apart from that, exactly the same mixture of disturbingly realistic plane specs (down to the engine noise, apparently) and laughingly hopeless handling. Charmingly PD (the programmer's obviously done everything, including graphics and speech) and, curiously, excellent fun.
★★★★

JUNGLE STRIKE A1200
Ocean £28

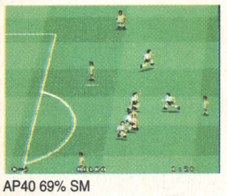


AP45 77% JN
Console action games are great. You switch them on, play them for a bit and then switch them off when you get bored. *Jungle Strike* is a conversion of the Mega Drive console action game, and they would have got away with it if it hadn't been for that meddling lack of depth. The 40 or so levels can't disguise their similarity beneath excited mission briefings; you're either flying off to shoot something, or to rescue someone. A couple of extra vehicles to commandeer here and there do break up the pattern (although you're just doing the same stuff but at a different height) but the tiring faults (like having to search minutely for your own fuel on later levels – a-ha ha ha) drag it down. A great console action game, and as such best taken in short doses.
★★★★

K240
Gremlin £30

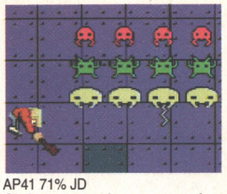
AP37 83% SM
Utopia got a good rating from AP first time round. *K240* is basically *Utopia 2*. And what an improvement over the original it is. *Sim-City* meets *Populous* set in an asteroid cloud in space. Your job is to mine and explore the asteroids in sector K240. This would all be hunky dory and rather dull, apart from the fact that there are aliens out there set on blowing your plans and your asteroids to smithereens. It's a race to mine enough ore to build enough ships to go out there and push the enemy's face in. And there's nothing quite like the feeling of destroying the enemy's asteroids, that's for certain.
★★★★

KICK OFF 3
Anco £26



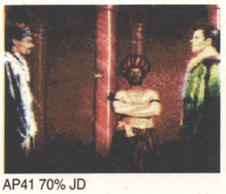
AP40 69% SM
At least they've tried to be different: the absence of Dino Dini has also spelt the end of the pinball feel to this series. But it's all a bit of a mess. The game forces you to use a two-button joystick (otherwise you can't pass accurately), the scrolling is genuinely sickeningly jerky, the graphics and 'feel' are hugely shabby (silence when you score, laughably inappropriate animation, no second drive recognition and the muddled front end spring easily to mind) and you just want to be playing *Wembley International Soccer* for the whole time you're squabbling with it.
★★

KID CHAOS
Ocean £26



AP41 71% JD
Oh, how we wept into our mugs of unpleasant chocolate. Apparently the programmers of this game turned up on Ocean's doorstep with an exact copy of *Sonic the Hedgehog*, but in the inevitable legally sensible flurry of changes something terrible happened. In crept over-enthusiastic momentum, stupid obstacles that stop you running at speed (so why have such fast scrolling?) and unspottable traps, trampling all over the great vandalism-based gameplay and atypically imaginative level designs. Grrrr.
★★★

KING'S QUEST 6
Sierra £35

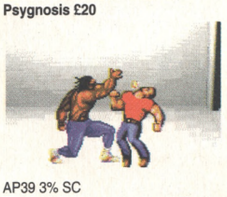


AP41 70% JD
Point-and-click adventure that, while being large and involved, is also guilty of just about every point-and-click crime: tiny objects (with a cursor that doesn't point them out), deaths (and sudden deaths at that), endless screens of text, terrible jokes and no improvement in the cloddish control method despite three years having passed since Part 5.
★★★

LABYRINTH OF TIME
Electronic Arts
AP35 CD32 47% CW

Imagine one of the most beautiful slide shows that you've ever seen on an Amiga. Then imagine a less interactive slide show. That just about sums up *Labyrinth*. You've got to save the earth or something equally as paltry and explore a connecting maze at the same time. Nothing can hide the fact that there's no gameplay, no atmosphere, and ultimately, no reason at all whatsoever to play the thing. ★

LAST ACTION HERO
Psygnosis £20



AP39 3% SC
The world's other other worst film licence. ★

LEGACY OF SORASIL
Gremlin £26

AP36 80% SM
Look, it's *Hero Quest 2*, all right? Perfectly fine and fun RPG hack-'em-up as it goes, but why not try *Sabre Team A1200* or *Laser Squad* (still) for something a bit zingier?
★★★

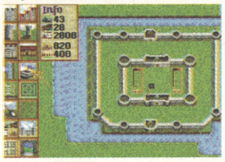
LIBERATION A1200
Mindscape £30

AP36 89% SM
AP Top 100 No. 33
They said it couldn't be done, but it jolly well could you know because A500/600/1200 owners with 1.3 mb of free RAM can now play Tony Crowther's CD32 blockbuster from humble floppies. Apart from the sound, there's very little discernible difference between the CD32 and A1200 versions, and although the non-AGA machines simplify the graphics somewhat, the massive city with its captivating gameplay (cheers) remains pretty much intact.
★★★★★

LITIL DIVIL CD32
Gremlin £30

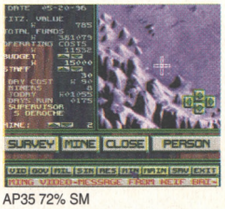
AP42 22% JN
Yes, you've heard the line hundreds of times before, but this time we're using it and we're great, so shut up. This game's graphics are cartoon quality, and the artists should seriously consider getting into animation. The look, the characterisation, the gags and (most importantly) the timing are impeccable. The game though is one club-footed step beyond the wretched *Dragon's Lair*, in that you have full control over your 'divil' but end up playing (dishonestly hard) *3D Maze*, *Simon* and *Frogger*. Sigh. ★

LORDS OF THE REALM A1200
Impressions £35



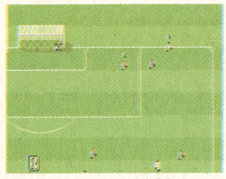
AP44 82% RP
Extremely professional peasant/castle wargame where you have to keep everybody happy and then kill hundreds of people in a neighbouring county because they looked at you funny. High feeling of involvement and gratifyingly complicated, but it's not going to win any converts to the cause.
★★★★

MAELSTROM
Empire £35



AP35 72% SM
A space opera management game which may well appeal to science fiction fans. Lots of groovy stuff in here to get your teeth into. You are overlord of the most strategic planet in the galaxy. The big bad empire are out to conquer you. You must defend yourself effectively or else it's curtains. Gameplay is somewhat hindered by silly names and lack of an undo feature on the options.
★★★

MANCHESTER UNITED PREMIER LEAGUE CHAMPIONS
Krisalis £30

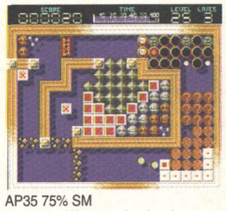


AP36 62% (A1200 63%) SC
It's *Sensible Soccer*, but for *Kick Off* fans. Hmmm.
★★★

MARVIN'S MARVELLOUS ADVENTURE A1200
21st Century £30

AP45 26% RP
No unexpected monsters, no end-of-level bosses, no unspottable traps, no leaps of faith, no control troubles, no disk drive problems, no illogical passwords, no reason to play again after you complete it in four hours and thirty-two minutes on your first go. A wracking shame. ★

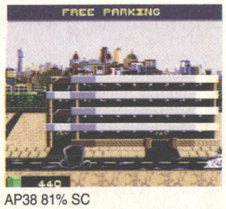
MEGA MOTION
Black Legend £10



AP35 75% SM
An original if somewhat hard to categorise puzzle game. 100 levels grouped into four difficulty types provides a nice balance for children and adults. Guide a Newtonian kinetic mimetic 'thing' to an exit. In between there are fiendishly placed obstacles and bombs in your path which have to be negotiated and blown up. The down side is that once a level has been completed, you're not going to go back to it.
★★★

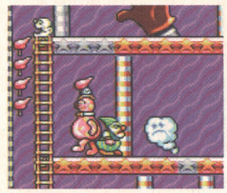
MICROCOSM CD32
Psygnosis £45
AP36 44% SC
Hugely disappointing rehash of *Space Harrier* that's neither as pretty as we'd hoped or as interactive as we'd been told. The animated intro's impressive, but 45 quid is about a fiver for every minute's entertainment this'll give you before you get utterly bored. ★

MONOPOLY
Supervision £28



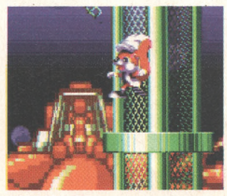
AP38 81% SC
A surprisingly fun version of the board game classic, made exciting by the character-filled opponents such as Lord Topper, Bosun Barnacle and Mobile Michael. Gather the family around your computer and force the loser to make cups of tea for £500 Monopoly money.
★★★★

MR BLOBBY
Millennium £20



AP45 37% JN
Super Troll Island on the SNES, but on the Amiga and with Mr Blobby. Sloppy design and stupid faults (like leaping through the ceiling to land on the platform above when you merely wanted to hop over a monster) don't help; neither does the ease with which you can coast through the game. Bizarrely though, it is tolerably playable for a couple of hours. It's bad. Not as bad as you'd think, though. (But still bad.) ★

MR NUTZ
Ocean £26



AP38 80% SC
Although it's rather sprawling and seems sometimes aimless, this is nonetheless a well programmed and entertaining platformer. Mr Nutz is a squirrel out to save the world, or something like that. This *Mario*-esque adventure will give you hours of fun. If you like that kind of thing.
★★★★

NAUGHTY ONES
Interactivision £26

AP36 90% SC
AP Top 100 No. 47
A fabulously loveable single-screen arcade platformer following in the traditions of *Bubble Bobble*, *Parasol Stars* etc. Dozens of stages, formidable difficulty and lovely to play. Just the way we like 'em.
★★★★★

ON THE BALL WORLD CUP EDITION
Daze £30 (£33 AGA)

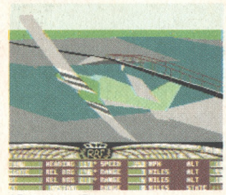
AP41 85% SF
At last – someone's actually sat down and worked out that what football management games need is a sense of fun. The feeling of involvement with your team is tremendous (you get to laugh with them, cry with them and, er, enjoy a post-match tipple with them). A distinct lack of numbers helps the game bounce along, and the all-round polish and attention to detail (not to mention solid management algorithms) puts this at the top of any wants list.
★★★★

ON THE BALL LEAGUE EDITION
Daze £30
AP43 71% SF
The World Cup Edition game, but, insanely, minus all the human interest bits. In their place you get numbery management bits, the lack of which made the original so good in the first place. Foing!
★★★

OUT TO LUNCH A1200
Mindscape £25

AP39 76% JD
Despite being a platformer, and despite having a Slippy-Slidey Ice World on the first level, and despite forcing you to go looking for weapons at the start of each screen, an entertainingly playable(ish) and rewardingly difficult(ish) game with Pierre the Chef, the cutest hero ever in the history of all things. Frankly, it's Pierre and the other characters who really make the game (there's nothing here you've not seen before) but they do it with such pânache that you can't help but enjoy yourself. And the bit where the anthropomorphic salmonella absorbs your oh-so-lovable chef whole is a truly gruesome treat.
★★★

OVERLORD
Virgin £30

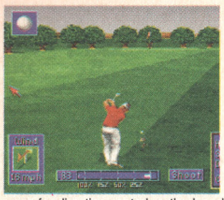


AP43 88% JD
Multitudinously viewpointed flight sim of WW2 Vichy-trouncing antics with a splendid regard for the player. You can speed up time in long flights, skip take-off and landing, and tell the computer to follow the target plane visually during an attack so you don't lose him when he moves past your line-of-sight. Controls are a bit clunky (far too many keys to remember) but that's unavoidable, and anyway it's got great explosions and trails of smoke. Enormous fun. Substantially faster on an A1200.
★★★★

PERIHELION
Psygnosis £30

AP36 77% CL
Overwhelmingly orange RPG, a bit like a less-accessible version of *Laser Squad*. The graphics are pretty (in an orange kind of way), the onscreen text's a bit difficult to read (because of all the orange, probably), and the gameplay's a bit orange. Er, unoriginal. But it's okay. If you like fruity colours, etc.
★★★

PGA EUROPEAN TOUR GOLF
Ocean £26 (£28 AGA)
AP43 84% JN
Golf. But, astonishingly, good. 'Real' players, 'real' courses, that tried and tested press-for-power- ➤



press-for-direction control method, and some lovely sound effects. (But shockingly awful music, natch.) It's really very good fun, even for non-golfers. They're going to find it a tad samey, though.
★★★★

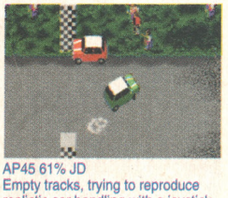
PINBALL ILLUSIONS (AGA)
21st Century £30

AP43 89% JD
It's a disappointment, this. The presentation's been beefed up (including more detailed 'LED board' animations) and there's a multiball option (complete with a hi-res mode to show near all the table at once) but it really is just more of the same. Less of more of the same, as well: there were going to be four tables, but they chucked one away for not being good enough. So your £30 nets you exactly three tables. All good stuff, natch, but no vast improvement over *Pinball Fantasies*.
★★★★

PIRATES! GOLD CD32
Microprose £30

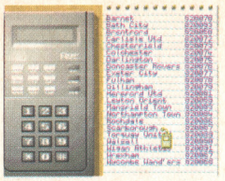
AP 35 74% SC
Yo ho ho and a bottle of rum, pieces of eight and shiver me timbers, are all phrases which will slip unashamedly off your tongue when you play *Pirates! Gold*. It's basically just a re-release of *Pirates!* with tarted up graphics. Despite the basic framework, it manages to hoist your mainbrace and rope you into its rigging. Certain aspects are unnecessarily tedious and the combat system is too simple. Despite that, it's still a jig of a game.
★★★

POWERDRIVE
US Gold £30



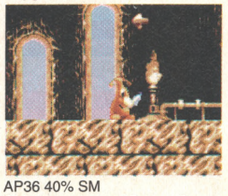
AP45 61% JD
Empty tracks, trying to reproduce realistic car handling with a joystick, computer drivers that never crash and the financial burden of having to succeed just to repair the car you've smashed up speeding realistically around an empty track in order to succeed, are but some of the problems found in this rally sim. A challenge tangibly vanquishable after a few hours of practice is but one of its attractions. Actually, that's it. And you'll get fed up before you master the game, anyway.
★★★

PREMIER MANAGER 3
Gremlin £26
AP44 83% SF
Zenith of stats-based footy manny games (probably) but one that suffers ironically from the depth of its cleverness. A sort of remix of the



previous games in the series with all the clumsy bits ironed out, *PM3*'s sole gimmick is its *SWOS*-like adjustable player positions. But unlike *SWOS* you have to spend ages rejigging your team after every loss, because you're not given enough information about the opposition. It's exceptionally difficult and demands unbroken concentration, but rewards with thunkingly solid fun.
★★★★

PUGGSY
Psygnosis £30

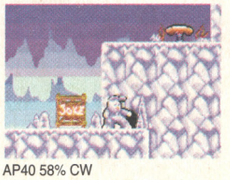


AP36 40% SM
Did someone say *'Puggsy'*? Crapsy, is more like it. ★

PUTTY SQUAD A1200
System 3 £30

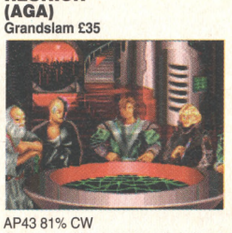
AP41 91% CW
Visually, aurally and conceptually gloriously inventive platform game with exactly the right mix of gags, guns, gullible cats with rubber stomachs and gameplay. Slither, bobble and dance-to-DJ-Uncle-Ted your way through fifty levels of disturbingly Apocalypse Now-inspired nonsense, hitting monsters with your blue putty fists and swallowing their souls with your amazing absorb-o-power. Easily the best platformer since *Yo! Joe!* and an object lesson in how to do a sequel properly. Bonus points for including a sample from Screwball Squirrel (Tex Avery, 1944) as well. Or possibly not.
★★★★★

QUIK
Titus £20



AP40 58% CW
Stunningly average platform game affording nothing new whatever and rapidly becoming very annoying indeed.
★★

REUNION (AGA)
Grandslam £35

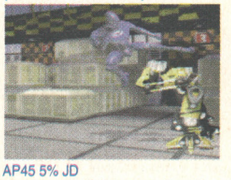


AP43 81% CW
Current thinking in junk mail circles eschews the blanket approach, concentrating instead on finding out from various databases who you are, what you're like and what you like, and then 'targeting' their rubbish at you directly. *Reunion*'s a bit like that (except it's not rubbish) – it's a *Dune*-ish buildy things strategy game with no exciting bits at all and billions of stats which requires 50 hours to complete (if you know what you're doing), an A1200 and a hard drive. So get it, Bill Rebus of Toxteth – you'll love it.
★★★★

REUNION A500
Grandslam £35

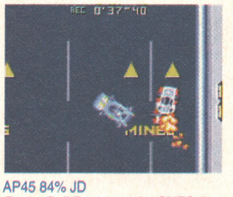
AP45 81% PM
A mere three months after we reported it couldn't be done, it's been done. Those rascally software publishers, eh? Graphically simpler than, but otherwise exactly like, the A1200 version. And you don't need a hard disk to run it, although a couple of external drives are recommended.
★★★★

RISE OF THE ROBOTS
Time Warner £40 (£43 A1200, £35 CD32)



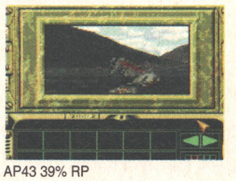
AP45 5% JD
Words cannot fully convey the extent to which *Rise of the Robots* is the poorest full-price release ever in the history of all things, although imagining it as an insuperably retarded beat-'em-up that Player One can complete at any moment by holding down diagonally up and right and the fire button captures its essential risibility. The nearest the software industry has yet come to robbing an elderly deaf woman in a wheelchair whose son has just died in a car accident returning from the funeral of his father and sister killed when their ancestral home burned to the ground and then severely beating her. With the diseased family pet. ★

ROADKILL CD32
Acid/Vision £30



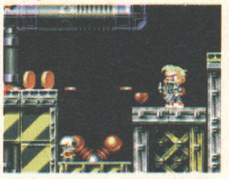
AP45 84% JD
Rocky Roll Racing on the SNES, but on the Amiga and viewed from overhead. It's an ultraviolent *Super Sprint*, using the old futuristic game show ploy to create a fantastically exciting smoking wreckage experience. "Get the jackpot," booms the announcer as you fire missiles at hapless opponents. "Get the super-jackpot," he roars as more cars spin away to their doom. The piddly damage indicators and surprisingly low number of courses (12, explicit numeric fans) annoy; the lack of a two-player game hurts. Let's hope the forthcoming A1200 version corrects things with a serial link option, eh?
★★★★★

ROBINSON'S REQUIEM
Daze £35



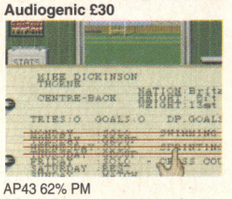
AP43 39% RP
Slow, slow, slow, dull, dull, dull RPG that has you walking around (so very much) in an effort to escape from a prison planet. Frankly, it's only passable with the cheat mode active, because then you can cut out the endless perambulation. The gimmick's that you have to keep in trim in the face of disease, but it's hardly worth the wait. ★

RUFF 'N' TUMBLE
Renegade £26



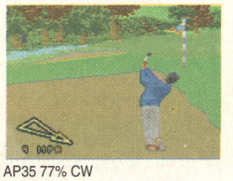
AP42 88% JD
Platform game with guns that's appallingly difficult, but rigidly fair with it. Lovely reversals (your small cute child packs a machine-pistol; the denizens of the typical platform levels – woodlands, underwater caverns and the like – are armour-plated and fire barbed harpoons), excitingly cataclysmic power-ups, very (but workably) tricky layouts and angrily playable. 'Challenging' is probably the word we're looking for.
★★★★

RUGBY LEAGUE COACH
Audiogenic £30



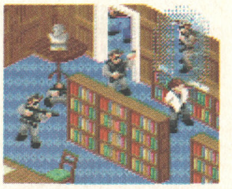
AP43 62% PM
A football management game, but about rugby league. Oddly, you don't get any match analysis, so you don't know what you did wrong when you lose and have to fumble around to fix it. Worth a look for the novelty, though.
★★★

THE RYDER CUP A1200
Ocean £30



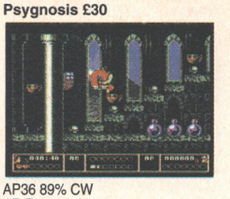
AP35 77% CW
The *Ishar 2* of golf games. You'd never guess it from the name, but this covers the annual tournament between the golfers of Europe and the loud-mouthed cap-toothed prima donnas of America; the Ryder cup. The tournament inclusion lets you play with and against your friends in teams. Golf purists and other sensible trouser-wearers would probably be best advised to search out Nick Faldo's computer golf incarnation.
★★★

SABRE TEAM A1200
Krisalis £30



AP35 89% CW
AP Top 100 No. 45
A *Laser Squad* variant, but this time using real computer people. *(er, sort of. – Ed)* Not only does it look better than the aforementioned game due to the AGA enhanced graphics, it also plays better. Movement is now much quicker and a whole mission can be played proficiently in about an hour or so. Considering the action, strategy and planning required, this is one game that will be greatly enhanced by the release of extra mission disks.
We're holding our breath.
★★★★★

SECOND SAMURAI A1200
Psygnosis £30



AP36 89% CW
AP Top 100 No. 19
Different to, but not noticeably better or worse than, the ordinary A500 version. But that doesn't work on A1200s, so if you've got one and you want to play *Second Samurai*, get this version.
★★★★★

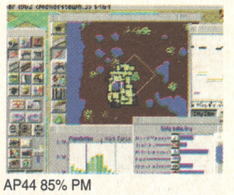
SENSIBLE WORLD OF SOCCER
Renegade £30

AP44 95% JD
Sensible Soccer, but with management, but for *Sensible Soccer* fans. It's not *Sensi* meets *On The Ball World Cup*, but you are empowered with phenomenal abilities. That to command the movements of a non-controlled player with extraordinary exactitude, for example. Or that of constructing a team from the pool of 26,000 'real' players. Essentially it's the same old *Sensi*, but this time you're allowed to twiddle the behind-the-scenes knobs. Our highest mark ever in the history of all things.
★★★★★

SIERRA SOCCER
Sierra £25

AP38 62% SM
An interesting copy of *Striker* (allegedly) that is sadly flawed by one or two bugs. The computer frustratingly switches between your players as it tries to decide which is nearest the ball and the whistle may blow in between you hitting a penalty and the ball going into the net. Annoying.
★★★

SIM CITY 2000 A1200
Maxis £40



AP44 85% PM
An appalling drain on the pocket (to play, you need an A1200 with 3Mb RAM and a hard drive, and an interlace-compatible monitor, and even then it's horribly sluggish) but a terrific strat game. Recall everything from *Sim City*, and then multiply it by 2,000. A worthy companion piece to *Theme Park*, if you've got the kit.
★★★★★

SIMON THE SORCERER CD32
Adventure Soft £35
AP42 57% JN
Exactly the same game as the A1200 version – all the poor jokes, all the pointless wandering, all the fantastic graphics, all the obvious puzzles – but this time with speech. Greatly annoying speech that's compulsory and bugged at that. One to acknowledge as a breakthrough game following *Darkseed* into unexplored 'talkie'.territory, if not to actually buy.
★★

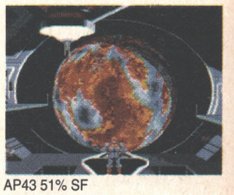
SKIDMARKS
Acid £25

AP34 78% A500 80% A1200 SM
Fantastic little racing game completely written in Blitz Basic. Race over twelve tracks generated using the painful sounding quadratic-B-splines. The cars have a character all of their own due to the number of frames used to draw them. A1200 owners are catered for with an AGA enhancement disk. Handling is good, and racing against several human opponents takes it to a new dimension.
★★★★

STABLE MASTERS 2
ESP Software £25

AP38 58% SM
A sort of football management sim for horse fanciers, *SM2* gives you the chance to race the horses you've trained, collect the prize money (or not) and bet on yourself. The down side is wading through all the statistics, which is tedious if you're not a big fan of the gee-gees.
★★★

STARLORD
Microprose £35



AP43 51% SF
Conquer-the-universe larks a-plenty type of strategy game with an altogether slipshod approach to control and presentation, and an extraordinarily terrible combat sequence (that, fortunately, you can skip). They should have dropped it altogether to concentrate on the strat side. ★★

SUBWAR 2050 AGA
Microprose £35 (£30 CD32)

AP45 82% CW
Intriguing mixture of *Syndicate* plot and 'underwater flight sim' (although obviously the submarine handles differently from an aeroplane) set in a corporate-run world where it's an accepted business tactic to blow up your rivals with torpedoes. Liney graphics *(though the PC version looks really nice – cheers, ("Michael Jackson" – Ed)* atmosphere (sc
fun, fun. It's a n
★★★★

SUPER ME BROTHERS
Apache £26

AP39 72% SM
Bit of a tricky o
Bobble, but wit
that fatally squ
against walls. I
good. And we
collective finge
Structurally, it's
loved dinosaur
original (120 le
tricky bonuses
many of the sc
unsportingly si
Um. Maybe it's
(or any kind of
fact it's all so r
probably not. I
(Or maybe *Bu*
actually that w
★★

SUPER ST
Team 17 £30

AP42 89% JN
Stardust, fairly
A1200, equally
means better
faster tunnels,
underwater *Th*
keyboard cont
every respect,
bizarrely consi
embolisimingly
far, far too eas
bullied the pro
down. Why? V
not quite a *gre*
we mean.
★★★★★

SWITCHO
Switchsoft £

AP41 54% C
A pub quiz ga
two four-butto
in the more e
the bugbear
presentation.
without a ma
& Nicey samp
red) and – fa
repeated. Da
for the future
Pursuit still r
stupid quiz g
★★

THEME P
Electronic A

AP42 91% C
Tellingly spo
demonstratio
mood manip

Jackson" – Ed)) but evocative atmosphere (so to speak) and fun, fun, fun. It's a mite slow, though.
★★★★

SUPER METHANE BROTHERS
Apache £26

AP39 72% SM
Bit of a tricky one, this. It's *Bubble Bobble*, but with vacuum cleaners that fatally squirt the monsters against walls. But, er, it's not very good. And we can't really put our collective finger on the reason why. Structurally, it's identical to the much-loved dinosaur/soapy envelope original (120 levels, mini-bosses, tricky bonuses, secret rooms) and many of the screen layouts are unsportingly similar, but it's not *there*. Um. Maybe it's the lack of continues (or any kind of restart points) or the fact it's all so numbingly easy. But probably not. It's okay. Ish. Basically. (Or maybe *Bubble Bobble* wasn't actually that wonderful all along.)
★★

SUPER STARDUST A1200
Team 17 £30

AP42 89% JN
Stardust, fairly obviously, but on the A1200, equally obviously, which means better graphics, better sound, faster tunnels, bigger asteroids, underwater *Thrust* sub-games and keyboard control. Fabulously lovely in every respect, except (especially bizarrely considering the embolismingly hard A500 version) it's far, far too easy – we suspect Team 17 bullied the programmers into toning it down. Why? Why? A great game, but not quite a *great* game, if you see what we mean.
★★★★★

SWITCHQUIZ
Switchsoft £29/£37

AP41 54% CW
A pub quiz game with the novelty of two four-button hand controllers (four in the more expensive version) but the bugbear of atrocious presentation. Tiny print unreadable without a magnifying glass, Smashie & Nicey samples, no colours (beyond red) and – fatally – questions that are repeated. Data disks are promised for the future, but even so Trivial Pursuit still rules the roost as far as stupid quiz games go.
★★

THEME PARK
Electronic Arts £30

AP42 91% CW
Tellingly sponsored, frightening demonstration of the sophistication of mood manipulation techniques in today's grotesquely commercial world, as you oversalt chips to get the tourists to buy drinks, oversugar the drinks to make them hyperactive and fiddle the time your rides run for so you can cram in more people per day, then hugely underpay your indispensable staff and sell off the place to finance your next step in global funfair conquest. Loot 'em and boot 'em, that's the ghastly philosophy of *Theme Park*. Or you can play the game to make a really nice funfair with great rides and reasonable prices. But then you'll go bankrupt.
★★★★★

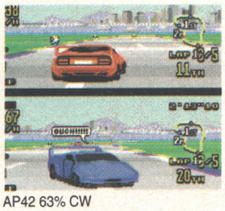
THEME PARK A500
Electronic Arts £35

AP44 91% CW
Slightly slower, graphically streamlined and financially simplified, it's sort of *Theme Park Lite*. But otherwise exactly the same fantastically great funfair sim as its bigger brother. And that is decidedly a Good Thing.
★★★★★

THE CLUE
Neo £30

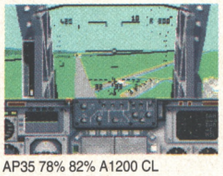
AP43 60% JD
Who remembers *Dodgy Geezers*? (They're only nice lads at heart.) *They Stole a Million?* Well, here's the Amiga version. Recruit a gang, burgle a building and get away with it, but spend most of your time in taxis and ruing the controls. It's a Germanglish text adventure disguised as a point-and-click, and it's only the fact they didn't convert *Dodgy Geezers* or *They Stole a Million* that stirs up interest.
★★★

TOP GEAR 2
Gremlin £26



AP42 63% CW
An average racing game slapped down to mediocrity by comparison with the likes of *Lotus 1*, *F1GP* and the mighty *F1* itself.
★★

TORNADO
Digital Integration £35

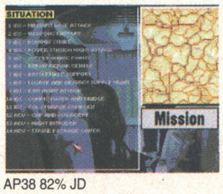


AP35 78% 82% A1200 CL
Probably as in-depth as flying the real thing. There are well over 100 buttons to press, which when pressed will engage your terrain-hugging Tornado in some sort of aerial manoeuvre. There are several pre-programmed missions to be engaged in, but it's severely hampered by speed of frame update, even on an A1200. Still doesn't stop the level of attention to detail being both impressive and daunting. State-of-the-art pedantry for people to cheap to fly the real thing. ★★★

TOTAL CARNAGE
ICE £30

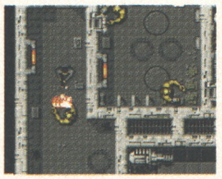
AP37 10% SC
The *International Rugby Challenge* of coin-op conversions. It bears as much resemblance to the coin-op as a Centurion Tank does to Thomas the Tank Engine. It's impossibly difficult to play, collision detection is awful. There are numerous extra lives strewn around in a desperate attempt to keep you playing, but it comes down to the simple fact that only the name gives you a clue as to the aims of the game. We advise you to give it a well earned miss.
★

TORNADO A1200 VERSION
Digital Integration £40



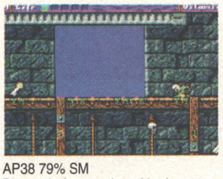
AP38 82% JD
There are minimal differences between this and the ordinary version. ★★★★

TOWER ASSAULT
Team 17 £20



AP45 46% JN
Alien Breed was hard. *Alien Breed 2* was incredibly hard. But *Tower Assault* is self-indulgently grotesque. Slack collision detection, illogical dead ends, radioactive rooms that KILL YOU BECAUSE YOU'RE STANDING IN THEM and 30-second dashes to the door before the level explodes so ending the game you've just played for an hour while carefully building up your lives and ammo reserves collaborate to mow down the spirits of fun. Then the indestructible and incredibly powerful security lasers, non-allowance of player two joining in halfway through and bugs step up to finish off the heaving, crawling wounded. But hey – it's so atmospheric. The Casino Royale of Amiga games.
★★

TRAPS 'N' TREASURES
Krisalis £26



AP38 79% SM
Pirate platform antics with plenty to do. The monsters are a bit too hard perhaps, but the puzzles are intriguing and will make this game last you for some time.
★★★

TUBE WARRIORS A1200
Dynabyte, £26

AP36 12% SC
This is a quite frankly horrible beat-'em-up that makes about as much use of the A1200 as my granny does when she's going shopping. For vegetables. On a Monday. In the market.★

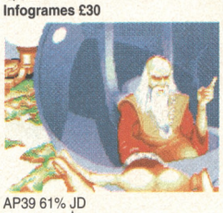
UFO
Microprose £35

AP43 75%/85% CW
It's *Laser Squad* again. Except with perfectly-isometric 3D graphics. Oddly inconsistent (there's an involving stats bit and tedious air combat sequence in addition to the main clomping around an invaded town shooting things section) but still as fun as it ever was. Horribly sluggish when the aliens move, though, and you really have to play it from hard drive. (Hence the two marks – the lower's using floppy.)
★★★/★★★★

ULTIMATE BODY BLOWS
Team 17 £30 CD32

AP39 86% SC
Third time lucky (or fourth, we've lost count of how many versions Team 17 have done) for everyone's favourite (and scandalously shameless) *SF2* clone. It's got the lot: sensible use of the extra buttons, 21 individual characters (as opposed to the same character 21 times) and a fast mode that's scorchingly nippy. You'll fairly obviously need two joypads though.
★★★★

ULTIMATE PINBALL QUEST
Infogrames £30

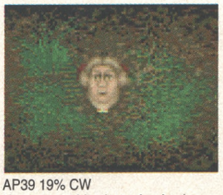


AP39 61% JD
No it isn't. ★

UNIVERSE
Core £35

AP41 21% JN
A point-and-click game so poor you'll want to volunteer for the Army rather than play it. ★

VALHALLA
Vulcan £30



AP39 19% CW
Not, regrettably, the redundantly drawn-out *Speccy* adventure (which, apparently, only one person ever bothered to finish) but an overhead-view maze game where you walk around and get killed by unspottable traps. A lot. ★

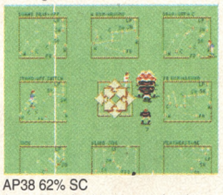
VOYAGES OF DISCOVERY
Kompart £30

AP44 52% RP
Takey-turny naval-based wargame scuppered by no short-term goals and no 'feel' of competitive play, even though it supports up to four 'captains'.
★★

WEMBLEY INTERNATIONAL SOCCER
Audiogenic £26 CD32/A1200

AP39 85% SM
Footy game of the Let's Not Actually Try Hopelessly Optimistically to Trounce *Sensi* school that's all the better for it. Some splendid ideas (overhead or isometric views, an optional window showing the player to whom you're going to pass, custom playing styles) pep it up no end, but it's all let down by the sticky speed and uncomfortably small pitch. Let's hope there's a Version 2, eh? Best played with a CD32 joypad, which you can do on the A1200 version as well.
★★★★

WEMBLEY RUGBY LEAGUE
Audiogenic £20



AP38 62% SC
A manly and noble sport makes its debut on the Amiga. Unfortunately this is probably not quite as much fun as *Five Nations Rugby* (AP14, 86%) which uses the same game engine. Something's missing in the translation.
★★★

WILD CUP SOCCER
Millennium £26

AP40 14% CW
How to kill a good idea about football with a strapping dose of violence. Step one: Present the game in incredibly acute isometric 3D so it's stupendously difficult to see what's going on and inconceivably hard to make accurate passes. Step two: Implement the football mechanics in a fantastically terrible manner, so that you have to painstakingly beat up and kill all the opposing players, if you don't want them to just zip in and nick the ball leaving you helpless or pulped, or dead even. Step three: Compensate for this fault by allowing the player to run directly across the screen and score. Step four: Save time by allowing the player to complete the entire game just by holding down the fire button. Step five: Refuse to scrap the game and release it. For £26. It's true. ★

WORLD CUP CRICKET MASTERS
ESP £25

AP39 14% SM
Cricket. Done very badly indeed . Your men are drawn from the Lowry school of figurative work and are consequently almost impossible to see, the animation is appalling, the gameplay is ruined by intrusive point and click menus and it costs far too much money for what it is. If you want to play cricket on your Amiga, do yourself a favour and go out and get *Graham Gooch's World Class Cricket* which is a much more highly polished, civilised and playable affair. It's good to see independent companies having a go, but that's honestly just about the only good thing you can say for this awful game. ★

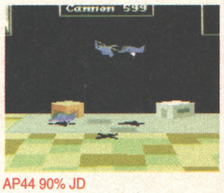
WORLD OF SOCCER
Challenge £20

AP40 5% SM
It's a football management game. Written in BASIC. By programmers who can't spell. Or write football management games with the least modicum of imagination. So surprisingly we don't like it. Very much. At all. You'd be better advised to stick your head in a vat of sulphuric acid than to contemplate buying and playing this so-called, self-styled 'game'. ★

WORLD CUP USA '94
US Gold £26

AP41 20% SM
Terrifyingly awful overhead-view footy game in the rash of footie games this year with every fault imaginable ranging from eleven minute loading times, through hopelessly fiddly tackling, to 100% successful passes that reduce the game to kicking the ball from one end of the pitch to the other. Quite possibly the most shameful full price release this year. ★

ZEEWOLF
Binary Asylum £30



AP44 90% JD
Terrific helicopter arcade game that looks like *Zarch* (3D patchwork polygons) and plays like a terrific helicopter arcade game. 32 excitingly difficult missions, fantastic 'chocka-chocka' flying effects, glorious explosions, escort missions, rescue missions, picking up friendly tanks to carry them *Thrust*-like across the map and drop them on people missions, machine guns, rockets, air-to-air missiles, accidentally shooting down your allies, bullets hitting the water, one disk. It's awkwardly slow on an A500, but completely splendid on a 1200 machine.
★★★★★

the secret cavern

SOFTWARE

● Boxed originals: *Stardust* £8, *Second Samurai, Cannon Fodder, K240* £15 each. Or all £50 ono.
Anthony Parsons (0532) 622591

● For sale: *Lemmings 2* £12, *Putty* £10, *European Champions* £10, *Awesome, The Games '92* £6 each.
Max Rushden (0223) 327222

● *Space Hulk* £15, *Settlers* £15, *Skidmarks* £15, *Nigel Mansell* £10 and many more including budget titles. Boxed originals.
Stuart Neale (0900) 815194

● *Premier Manager 2* £10, *Striker, Goal, Robocod* (A1200), *Brutal Sports Football* £5 each or £25 the lot.
Tim Ruane (0908) 605935

● For sale – *Elfmania, Liberation, Skidmarks, Stardust, Ryder Cup, Soccer Kid, Alien Breed 2* £10 each
Mark Green (0455) 637525

● Amiga games, including *Mortal Kombat, Cannon Fodder, Bump 'n' Burn, MUPLC, Jaguar, Links, Putty* and loads more £5 each.
Neil Fenton (081) 472 6664

● *Jimmy White's Snooker* £9, *Populous 2* £9, *Body Blows* £9, *Utopia + New Worlds* £16. All boxed in good condition.
Steven Frew (021) 743 9468

● *Jaguar XJ220, Alien Breed '92, James Pond 2, Cool Spot, F16 Combat Pilot, Xmas Lemmings, John Madden Football.* All boxed with manuals £6 each. **Richard Harris (0403) 268914**

● *Premier Manager, Populous 2, Chuck Rock, Stardust, Premiere, Lotus Trilogy, Robocop 3, Alien Breed 2* (A1200) plus many many more.
David Norton (0440) 708312

● *The Settlers, Football Manager 2, PGA Tour Golf, Railroad Tycoon, Rome AD92, Knightmaker, Frontier: Elite 2, Powermonger + WW1* data disk £9 each. **Joe Cummings, 23 Peacock Hall Road, Leyland, PR5 3AD**

● For sale: *A-Train* £12, *Mortal Kombat* £8, *Pinball Fantasies* £7, *Zool 2* £7. All originals.
François Reardon, 2 Pittlesden, Tenterden, Kent, TN30 6HJ

● *Premier Manager 2, Chaos Engine, Stunt Car Racer, Trolls, Pinball Fantasies* and *Nick Faldo's Golf* £6-£16.
Fraser Munro, Regent House, Queen Street, Nairn, IV12 4AA

● A1200 owners – *Alien Breed 2, Skidmarks, Nigel Mansell, Morph, Trolls* £50 the lot. A500/A600 owners – *Rainbow Islands, Micro Machines, New Zealand Story, Shadoworlds, Bubble Bobble, Arkanoid 2* £40 the lot. All Amigas – *Indy 500, Striker, Addams Family, A320 Airbus USA, Hook, Centurion, Hill Street Blues* £55 the lot.
Lee Stanford (0532) 713532

● CD32 games, music CDs for sale. For list, send 1st class stamp.
Justin Castle, 'Tremorran', Uppertorrs, Ilfracombe, North Devon, EX34 8AZ

HARDWARE

● A1200 boxed, with games, excellent condition £300.
Martin Beddall (071) 228 4741

● Amiga 600, external disk drive, 2Mb RAM plus lots of game including *Cannon Fodder*. £250 ono.
Jeramiah Grant (0526) 321756

● Atari Jaguar excellent condition with *Wolfenstein 3D* and *Aliens vs Predator*. All boxed, only £285.
Scott Hayden (081) 593 8864

● Atari Lynx complete with carry case, mains lead and 6 great games £75!
Andrew Warren (01225) 752859

● 5Mb 1500, 49Mb hard disk, 3 disk drives, over 60 games, 1 joystick, mouse, lots of mags and disks £600.
Michael Allan (0494) 728279 after 4pm

● For Sale A1200 inc manuals, Wb 3.0, mouse + mat, 3 joysticks, all in good condition, 7 games – *SF2, F15 2, Soccer Kid, Project X* (revised), *Mortal Kombat, The Settlers, Simon the Sorcerer*. (A1200) plus 80+ disks £300.
Chris Edwards (0732) 884871

● Amiga CD32 with 8 games including *Microcosm* in box £200 ono.
Mark Harrison (0405) 760388

● A500 1Mb, 2 joysticks, trackball, 90+ games, demos and magazines £200 ono. **Craig Kilby (0480) 392740**

● Atari Jaguar with *Cybermorph* game, boxed, only 2 months old £190 ono or swap for CD32 or CD-i.
Chris Hardy, 73 Rutland Road, Saltergate, Chesterfield, S40 1ND

● A600 boxed with manuals, 6 games boxed including *Sensi Soccer* and *Championship Manager Italia* £180 ono
Adam Peek (0708) 559203

● Amiga 1200 with external disk drive and two joysticks and five games £280 ono. **John Lee (071) 231 9291**

● A1200, 1 year old, 83Mb hard drive, Commodore monitor, external drive, joysticks, £1000 worth of boxed games £500. **Brian Cook (0784) 482169**

● Amiga 600, 2Mb, excellent condition, boxed as new, including workstation, games and coverdisks £200 ono.
Chris Miller (0895) 449194

● Amiga 500+, 2Mb plus external drives. Large selection of boxed software. Offers wanted.
Steven Davis (0793) 692848

● Amiga A500, 2Mb, mouse + mat, joystick, some software + Amiga mags, disk box + coverdisks with PC8808 external disk drive with X-copy + Cyclone £200 ono. **Richard Harris (0403) 268914**

● CD32 Dangerous Streets pack + *Microcosm, Bubble & Squeak, Simon the Sorcerer* and many magazine game CDs. Boxed in perfect condition £240.
James Walker (01954) 251298

● Game Gear with 13 games, adaptor and carry case £125.
James Smith (0252) 872377

● A500 39 boxed games, extra drive, workstation, 1Mb, mouse, 2 joysticks £250 ono.
Anthony Rogers (0903) 892464

● Action Replay Mk*3* for sale. £40 boxed as new.

Well she was just seventeen, do you know what I mean? And the way she looked was way beyond compare. So how could you dance with another? When you see us standing here.

Gregg Rowley (01543) 271765
● A1200, 4 year warranty, loads of games, sound sampler, second disk drive, stunning price of only £250.
Alan Silver (081) 341 9766
● CD32 with over 20 games including *Microcosm, Cannon Fodder, UFO* and *James Pond 3* £400 ono.
Lloyd Garner (0787) 278857

WANTED

● *Innocent Until Caught* and *On The Ball*. Will pay up to £10 or swap *MUPLC*. Game must be boxed.
Tim Wells (0226) 790732
● *Into the Eagles Nest* for A600. Sensible prices entertained.
Dave Wolton (0449) 741112
● 120Mb hard drive for A1200 (internal) boxed with instructions etc. Offers.
Roham Jackson (0734) 757847
● Wanted: *Rock Star Ate My Hamster*. Will pay cash or swap any game including *Premier Manager 2, SF2, Graham Gooch's Cricket*.
● *Captive, Battletech, Bloodwych*. Must be originals.
Glen Canning (0117) 977 9826
● Wanted: AMIGA POWER back issue No. 21 Jan '93 & AMIGA POWER back issue No. 42 March '94 with coverdisks
Charlie Moodie (0753) 888447 or (0628) 602333
● Can anyone send me a *Cannon Fodder* saved game disk for level 9 onwards – I'm desperate.
Jonathan Pringle (0332) 367269

SWAPS

● I have – *Beneath A Steel Sky, Valhalla, Heimdall 2, Zool, Striker, Pinball Dreams, Indy's Last Crusade* for *Simon the Sorcerer, Legend of Kyrandia, Curse of Enchantia* or other good adventures.
Mike Gleeson (0395) 263537
● My *Premier Manager 2* + *Striker* for your *Cannon Fodder* or *Arcade Pool* or *Euro Champions*. **Jonathan Bamber (0993) 843680 after 6pm**
● I will swap *SF2, Turtles, Days of Thunder, Gremlin, Back to the Future 2, James Pond, Indy: Last Crusade WWF Wrestling* for *A-Train, Cannon Fodder, FIFA Soccer* or *Sensible World of Soccer*. **John Carey-Balley, 12 Tunstall Road, Croydon, Surrey, CR0 6TV**
● My *Populous 2* & *Zool* for your *Cannon Fodder*. All boxed originals.
Richard Neale (0403) 261284
● *Alien 3* £10, *Hook* £5, both for £12 or swap for *Theme Park* (A600) or *Syndicate* or a good adventure game.
Robbie Beaumont (0386) 853340
● Swap my *Euro Champs, Carl Lewis Challenge, Goal* or *Striker* for *Mortal Kombat, Jurassic Park, Theme Park, Syndicate* or *Empire Soccer 94*.
Iain Ellis (0324) 716152
● Send me your *FIFA Soccer* & *Skidmarks* (A500) for my *Brutal Sports Football, Lemmings 2* & *Arcade Pool*. All boxed originals.
James Bartram (0502) 476366
● Will swap *Myth, Epic, A-Train* or *Historyline* for *Monkey Island 2, Loom* or the *Curse of Enchantia*.
Andrew Bate (0634) 672374
● 60-70 original boxed games for swap or sale – *Knightware, Heimdall, Monkey Island, Project X*, etc. Willing to swop 2 or 3 for 1. Send your list for mine.
Kevin Edwards, 17 Roxburgh Avenue, Higher Tranmere, Birkenhead, Wirral, L42 6QD
● Will swap *Graham Gooch WCC, Hook, SF2, Dragon's Lair 2* & *Chuck Rock 2* for *Premier Manager 1* + *Championship Manager*.
Frank Rooney (0294) 311336
● Will swap *Police Quest 3* for either *Simon the Sorcerer* or *On The Ball*
Gary Turvey (0279) 414163
● My *Jurassic Park* (A1200), *Championship Manager Italia, Operation Stealth, Rick Dangerous* & *Championship Manager '93/94* for *Mortal Kombat, The Settlers, Empire Soccer* or *Beneath a Steel Sky*. Originals only.
Nick Fisher (0114) 233 7400
● Will swap *Lost Treasures of Infocom* for *Mortal Kombat* and/or *Super Mario 2* or *3* (NES version).
Colin McCaughan (02657) 63146
● *Dennis* or *Oscar* for the A1200. Swap for a copy of Workbench 3.
James Moss (0948) 664891
● *Premier Manager 2, Sim Life* 1200 swap for *1869* (1200), *Dune 2, Merchant Colony, Discovery* or any strategy games.
Andy Beveridge (031) 346 1215

PEN-PALS

● I am a 12 year old boy with an A500 looking for a male/female between 11-13 who likes soccer games
Richard Slaney, 11 Torr Rise, Cobblers Cross, Tarporley, Cheshire, CW6 0WD
● I'm looking for overseas contact with Amiga owners aged 14-16 to swap games, tips etc.
Costas Loakis, 11 Gritson Street, Ipioupoli, Athens, Greece, I63 46
● 18 year old male seeks male/female (preferably) pen pal 15-20. Likes Techno & mountain biking. Fast reply to all letters.
Kris Griffin. 41 Newhouse Road, Marton, Blackpool, Lancashire, FY4 4JJ
● I have a huge collection of Amiga software and I am looking for overseas pen pals. **Asif Rubberneck Minhas, 153-G Block, Model Town, Lahore, Pakistan, 54700**
● Wanted – Amiga contacts to swop tips and games etc. **Veruca Foulkes, 39 Chester Avenue, Flint**
● Pen pals wanted, especially female, who have an A500+. 13-15 years old.
Simon Toole, 12 Stalybridge, Mottram, Hyde, Cheshire, SK14 6NE
● Pen pals wanted age 16+ male or female for Amiga A600.
Electroman, 32 Ailsa House, Fairhaven-Green, Idle Bradford, West Yorkshire, BD10 9ND
● SNES and Amiga contacts wanted. 101% reply guaranteed.
Alan No-Surname, 67 Frinton Road, Broxtowe, Nottingham, NG8 6GQ
● 13 year old lad looking for a female Amiga owner aged 13-15. Possible romance – 150% reply.
Nick Fraine, 16 New Herbert Street, Salford, Manchester, M6 7RW
● I am a 20 year old, looking for an A500 owner anywhere in the world, who likes indie music.
Chris Hart, 145 Langbar Crescent, Easterhouse, Glasgow, G33 4LN
● I own an A600 and I'm looking for pen pals 11-13, male or female, preferably not boring. All you need to do is pick up a pen.
Glenn Price, 100 Eastwood Road, Great Barr, Birmingham, B43 5RP
● All round crazy guy from Holland wants mad female pen pals of all ages. Write in Dutch or English and I'll answer. Photo would be nice.
Danny Roadbol, Quntstraat 12, 3083JN Rotterdam, Holland
● 14 year old lad looking for female pen pal of the same age. Picture please. Only serious people need write.
Kenneth Murray, 1 Hope Crescent, Larkhall, Lanarkshire, ML9 2EL
● Female pen pals who do it regularly (write letters, that is) wanted by 21 year old male Amiga Power reader. Reply guaranteed.
Mark Mintram, 9 Roundhill View, Accrington, Lancashire, BB5 2SG
● Pen pals wanted to swap PD. Please write I'm very desperate and a teenager.
Kelly Gray, 225 Faversham Road, Kennington, Ashford, Kent, TN24 9AF
● A500+ owning Nirvana nut wanted to match me. 15 or 16 years old, male or female. **Daniel Funnell, Hollyhocks, The Streets, High Ongar, Essex, CM5 9NH**
● A1200 contacts wanted. 100% reply. No time wasters please.
Crying Giddy Kemp, Bryn Seion Chapel, Heol-y-graig, Aberporth, Dyfed, SA43 2HB
● Pen pals wanted around the world.
Bilal Rasheed Mir, House No. 50, Block 1/B2, Township, Lahore, Pakistan
● Hi! I'm a 14 year old male looking for a female abroad or in the UK. Plenty of interests. 100% reply.
Ben Chidgey, 126 Nobes Avenue, Bridgemary, Gosport, PO13 0HX
● Hi! I'm a 16 year old male. I have an A500 and I like sports. I'm seeking a female 15+. 100% reply.
Cragin Bailey, 60 Teddington Road, Southsea, Portsmouth, Hampshire, PO4 8DB
● I am 13 years old, I have an A1200 and I'm looking for male or female pen pals. 101% reply.
Geraint Gower, Llettyrychen, Fawr Cwm Ivor Road, Burry Port, Dyfed, SA16 0RW
● I am 15 years old and looking for pen pals overseas (although that's not essential) to share games, tips, etc. 100% reply guaranteed.
Michael Banting, 10 Maunders Road, Milton, Stoke-on-Trent, Staffordshire, ST2 7DS
● I would like anyone with an A500/A500+ to swap software male/female aged 11-15. 100% reply.
Peter Ellis, 15 Elm Gardens, Seaforth, Liverpool, L21 1BZ
● Penpal wanted between 13-15 any sex, 99% reply. I like most music, love computers and I'm also very sporty
Rodney Robinson, 1 Prospect Court, Ballygowan, County Down, Northern Ireland, BT23 6LN

Thanks to: **River Island** for the suits, Tim Smith for the guitars, Dave Golder for the drums and **The Loft** for the space.

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February 1995

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For too long, software companies have evaded moral responsibility. Games have without remorse exploited and destroyed harmless woodland creatures IN PURSUIT OF FINANCIAL SUCCESS. No thought has been given to the DISTRESS caused to RIGHT-THINKING PEOPLE EVERYWHERE.

We GUARDIANS OF MORAL VALUES stand alone among the powerful organisations that could PREVENT THIS COMPUTER GAME CARNAGE in TAKING ACTION. Other decretal bodies have SOLD OUT to the software companies and DENY ALL KNOWLEDGE of the slaughter.

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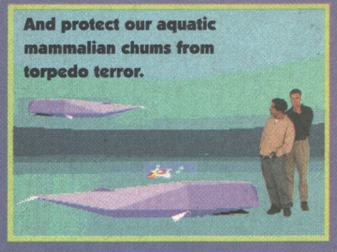

A CALL TO ACTION BY AMIGA POWER

Hey, kids! Do YOU know that YOUR favourite software company is probably EXPLOITING AND MURDERING OUR WOODLAND FRIENDS? It's true. BUT TOGETHER WE CAN PREVENT THE CARNAGE. Just follow this five-point action plan to THWART THE CORPORATE FIENDS.

1. Douse CARDIGANS with CAMPHOUR or PEPPERMINT and drag them ACROSS popular routes to shops known to be selling games such as *Banshee, Sub War 2050, Cannon Fodder, Llamatron* and *Bubble and Squeak* in order to DECOY SHOPPERS WITH A FALSE TRAIL.

2. PICKET shops known to be selling games such as *Banshee, Sub War 2050, Cannon Fodder, Llamatron* and *Bubble and Squeak*. MARCH UP AND DOWN bawling a TUNELESS FIGHTING SONG, such as "Two four six eight – what don't we appreciate? Games with animals in them. That you have to kill." Or "APee says no to scurvee. And games with animals in them that you have to kill."

3. If you SEE someone going into a shop regardless and buying such games as *Banshee, Sub War 2050, Cannon Fodder, Llamatron* and *Bubble and Squeak*, HARASS THEM. Follow them OUT of the shop, SPRAYING them with a HIGHLY VISIBLE shade of PAINT. POINT them OUT to passers-by. If they attempt to leave by car, BLOCK THEIR PATH. LEAP on their bonnet to OBSCURE THEIR VIEW. Film them with a video camera. Use COMPLICATED EDITING EQUIPMENT to digitise their likenesses into a specially prepared VERSION of the game they have bought. OBTAIN THEIR ADDRESS via SUBTERFUGE and send them the VIDEO with a voiceover asking how THEY like appearing in a game where people have to KILL them. SET FIRE TO THEIR HOUSE while making it clear they bear FULL responsibility.

4. WRITE to your MP demanding an INQUIRY into games with animals in. THAT YOU HAVE TO KILL.

5. DRAW ATTENTION to the few bad apples by BOYCOTTING the produce of countries WHERE PROGRAMMERS LIVE until the software industry ACCEDES TO OUR DEMAND TO LET WOODLAND CREATURES LIVE FREE FROM FEAR.

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